C64 SEGA SPECTRUM AMSTRAD ST AMIGA
MEGADRIVE PC ENGINE LYNX NINTENDO
MARCH NO 100
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# COMPUTER +video GAMES



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Need to catch up in a hurry? Well, just one press of your Turbo Button will leave your eyes in the back of your head!
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# W INTO YOUR HANDS



## SIX INSPIRED

action sequences put you in control of Elliot Ness's elite squad of crime-busters.

**ALLEYWAY SHOOTOUTS, THE BORDER RAID,**

The Railway Station confrontation and Warehouse bust culminating in the thrilling denouement of a

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as you re-live the knife edge existence of Ness in his struggle against the retribution of Capone!

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"a fine example of how to do the job properly ... a cracking conversion ... easily one of the most successful licences to date" Sinclair User




Kevin Costner's likeness is the copyright of Paramount Pictures

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NOW WITH TWICE THE ACTION, TWICE THE FUN, TWICE THE CHALLENGE

**ROY ADAM IS BACK!**

TAITO

The Hi-jack report came from a DC10 leaving Paris for Boston –Arab guerillas were in control of flight 102 and had turned the aircraft towards Africa ... The plane lands in hostile territory and the terrorists begin their demands ...

**USE THE LASERSIGHT**

or the bulletproof vest, but watch out for

**AIR-TO-GROUND MISSILES**

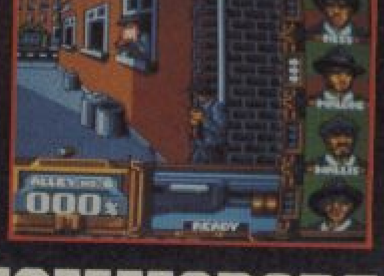
Operation Thunderbolt the incredible Taito coin-op conversion brought NOW to your home computer.

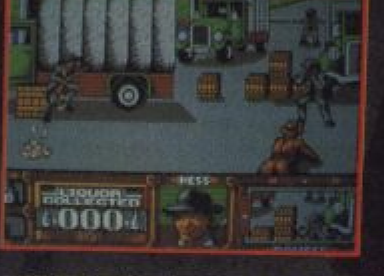



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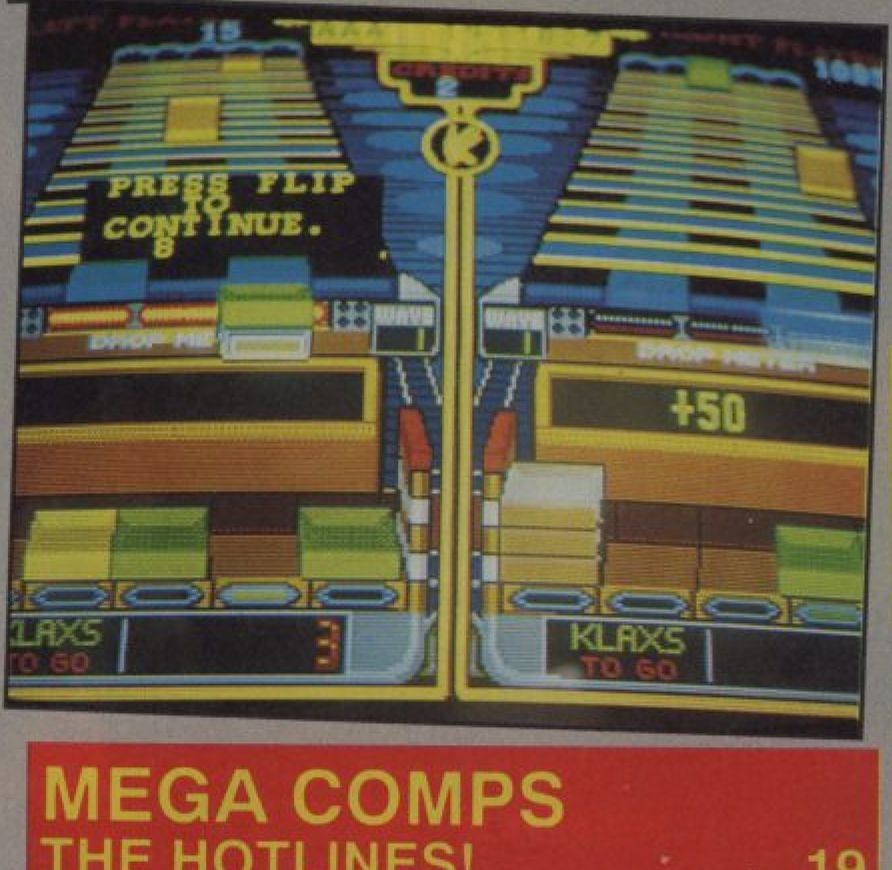






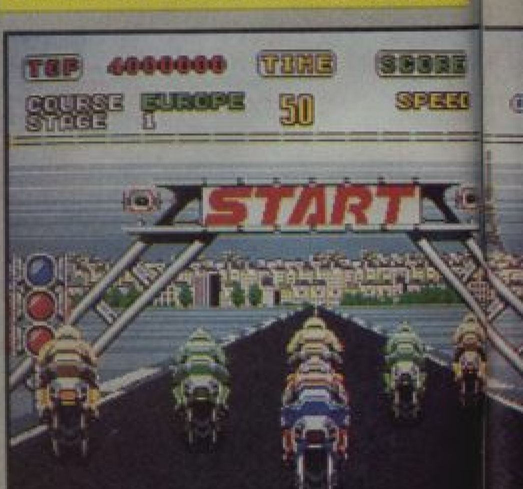

# CONTENT










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EDITOR: JULIAN "JAZ" RIGNALL
Long-suffering, overworked, underpaid. That's what he says. But we all know he spends all his time hammering away at the nearest fire button attempting to get yet another highscore...





# TS










4

nd

rth,

Die





## REVIEWED THIS MONTH
## MARCH 1990 No.100





ART EDITOR: ANDREA "!?!" WALKER
Another self-confessed long sufferer. She has loads of pages to design and lay out. And all those games to play...



DEP EDITOR: PAUL "HI-RANKIN'" GLANCEY
Newly promoted to the position of Deputy Editor, Paul hasn't let the power go to his head. Well, apart from him insisting that he's chauffeur-, driven to work every day...



STAFF WRITER: PAUL "TRENDY" RAND
It's been an exciting month for Paul, the highlight being his move from East-end Bow to ultra-fashionable Tottenham Hale.


Available soon on ST and Amiga
GRAVITY™
Screenshots from ST version
In 2320, interstellar travel has become as commonplace as Intercity, and man's mission to colonise the universe is well underway.
But then the Outies appeared. No-one knew where they came from, but it was obvious what they were after . . . energy — and they'd stop at nothing to get it. They favour charged Black Holes. And they just turned your latest colony into one. But this galaxy's not big enough for the both of you.
Consult your 3D HoloTank (TM) before entering the scrolling isometric view of Einstein-Minkowski Four Space.
EXPLORE. TERRAFORM. COLONISE. ERRADICATE. CONSTRUCT. BUT ABOVE ALL: SURVIVE!
© 1990 Mirrorsoft Limited
Gravity designed and programmed by Ross Goodley. Visuals by Pete Lyon.
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Image Works, Irwin House, 118 Southwark Street, London SE1 0SW. Telephone 01-928 1454. Fax 01-583 3494
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## THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

### GRAPHICS
Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

### SOUND
Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

### VALUE
Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money.

### PLAYABILITY
This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

### OVERALL
The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

## THE MARKS

**85+**
A C+VG HIT! An outstanding game that shouldn't be missed.

**70-85**
A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

**55-69**
Average to fairly good. Could still appeal to fans of the genre.

**40-55**
Below average to average. Generally a disappointment.

**15-39**
Generally a poor game that mightn't even appeal to the most ardent fans.

**14-**
Ugh! Binary sewage that's guaranteed to make your computer throw up.

## THE REVIEWERS

**JULIAN RIGNALL**
C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

**PAUL GLANCEY**
He loves games requiring brains, but doesn't mind the odd blaster.

**GORDON HOUGHTON**
Ex-ZZAP! 64 Editor who loves games of all sorts, but blasters are tops in his house.

**PAUL RAND**
An easy-to-please gamer who likes all sorts of computer games.




## C+VG HIT! REVIEWS



## REVIEWS





# NEWS




## YOKE'S ON SEGA

Tired of having to play Sega's Out Run and Afterburner carts with a crabby old joypad? Then why not splash out and invest in the latest peripheral for the Master System. The Sega Handle Controller looks something akin to an aeroplane yoke, and works in much the same way. Two buttons at the top of the handgrips supply the necessary fire/thrust/whatever controls, it's done out in a sexy black and it costs £39.95. And you'll be pleased to hear that, if you own an ST, Amiga or C64, you can use it on those as well!




## CYBER-BALL SILLINESS

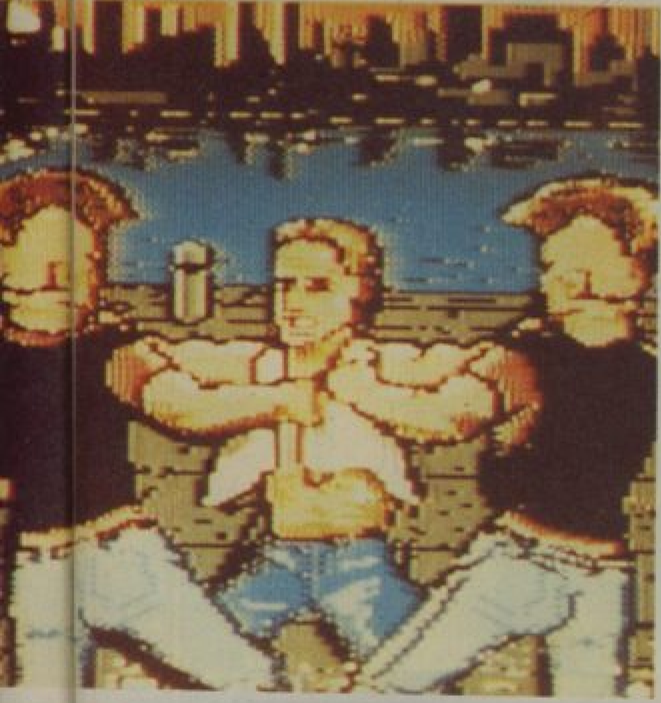
Arrrgh! They're at it again with their inane promo shots! Those two bastions of the computer industry, Mark Strachan and Dominic Wheatley, have put on the Krystle Carrington shoulder-pads and got the balls out in anticipation of the release of their latest arcade license, Cyberball.

Dom 'n' Mark show that even the most feeble of individuals can look like a strapping 16-stone hunk 'o muscle - but can they wow us with the conversion of the coin-op which simulates 21st century American Football, where the stakes are high and the human players have been replaced by 20 foot tall robots? Let's hope so. In the meantime, it's back to the loony bin for these two... look, stop dribbling and put your arms into this backward coat...

# THE BIRD'S BACK

Silverbird are back in business! The once second-largest budget label in the UK, which was bought then discarded by simulation software house Microprose, has been purchased by Tudor Enterprises, a Weston-Super-Mare firm previously unheard of in the computer games industry. The label is to be relaunched with a number of new titles including a beat 'em up called Street Warrior and a new version of Olli and Lissa II, as well as a few old favourites such as 5-A-Side Soccer, and three compilations.

▼ *The all-new Firebird's first beat 'em up.*





▲ *The Bitmaps strike a "Littlewoods Catalogue" pose.*

# BUSY BITMAPS

Pictured left to right are: Pop star Marc Almond, "Sinbad" from Brookside and mass-murderer Dennis Nilsen. No, not really, they're actually the Bitmap Brothers and they're standing in an unbelievably silly pose to attract the attention of sequel-loving 16 bitters. The follow-up to the smash Speedball is the product which they're trying to promote; it'll be called Speedball II (original, eh?) and, as well as having a playing area twice the size of the original to run around in, the player will have more say over the attributes of the team, with lots of weapons to use in the pursuit of victory and a nice, shiny cup. Expect ST, Amiga and PC versions out in the autumn.

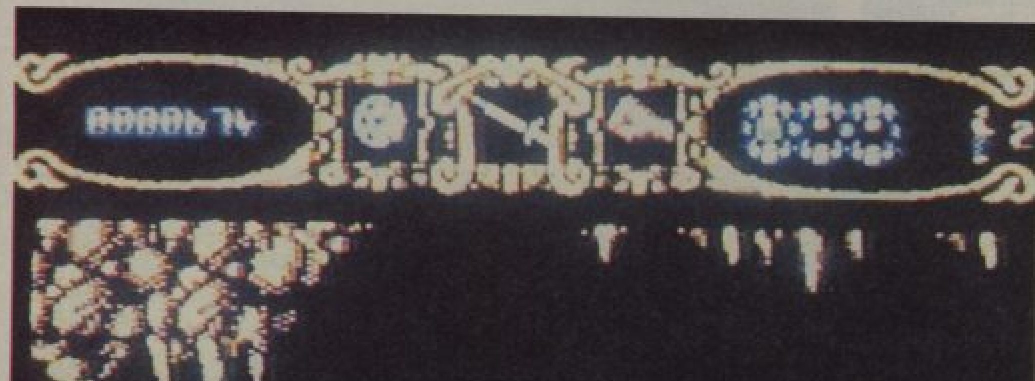
# ACTIVISION GOODIES

Activision have given us a few goodies to pass on to all you PC owners out there who want to take on the exploits of Bruce "Hard" Willis. There are three copies of Die Hard on video and five PC copies of the game, and one of them could be yours if you can answer this outrageously simple poser:

Bruce shot to fame playing a private detective alongside Cybil Shepherd in a hilarious BBC2 series: what was the name of the programme?

Jot the answer down onto a postcard, add your name, address and age, and send it to: BRUCE IS HARD (BUT HE IS GOING A BIT BALD, ISN'T HE?) COMP, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Entries to us by March 31st, so get them to us a bit sharpish if you wanna win.





# MYTHAP

All you Myth fans dialing the System 3 Helpline number supplied in the packaging put the 'phone down NOW! That number actually belongs to a rather irate old gent who knows nothing at all about chopping the heads off Gorgons (well, so he says). Instead dial (01) 866 4692 and all will be well...



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COMPILATIONS!
U.S. GOLD LTD., HOLFORD
UNITS 2/3, HOLFORD WAY,
BIRMINGHAM B6 7AX.
TEL: 021 625 3388

# NEWS

## QUICK-SHOT JOY

The big boys just get bigger, it seems. Spectravideo, former UK agent for the Quickshot joysticks, have taken two of their previous rivals under their wing, by agreeing to handle the sales and marketing of the Quickjoy label and buying up the rights to the entire Konix range. The Quickjoy acquisition will see the current number of products rise throughout the year to fifteen, while the Konix deal is viewed by some as a way of injecting new cash into the delayed Multisystem project.






## VIDEO DRIVIN'

You may have seen this gadget in your mum's catalogue - it's called the Video Driver, and it's an attempt by Sega to break into the fledgling interactive VCR-gaming market. Shaped like a car dashboard, with steering wheel and a little plastic car attached to the front, the player drives along a vehicle-infested road which is stored on cassette. The idea is to dodge the other cars on the road - you start with 100 points and your score decreases if you "hit" another driver or the side of the road. Although the cassette is only around 7-8 minutes long, and response time is a little sluggish, the game is fun for a while, especially so for the younger gamer, and certainly paves the way for more complex interactive games in the future. The Video Driver pack costs between £50 and £60 (depending on where you buy it) including the California Chase tape, and two other cassettes. Grand Prix Racing and Police Chase are also available at around a tenner.

## TABLETOP DELIGHTS

Almost too late to include in this issue, what should arrive at the eleventh hour but these tabletop Out Run and Afterburner machines, made by Grandstand. They're both very big (Afterburner stands at over 10 inches high!) and each impressive pack contains a sheet of stickers to attach to the case. Once you've pressed the start button though, all admiration shifts from the machine itself and diverts to the game. LCD screens portray the respective driving and flying coin-op action as accurately as possible! The games are expensive at upwards of forty quid apiece, but they're both addictive (Afterburner being far and away the best of the two) and will keep younger members of the family quiet for some time.

▼ ***Just like the arcade? Not quite.***




## STUNNING LYNX

At the end of January, Atari announced the date of the official UK launch of the hand-held Lynx console at the Earls Court Toy Fair. Expect to see the Lynx in High Street shops from this May, priced at £149.99, with software coming in at £29.99 per cartridge. The package will include California Games, a cable to connect two machines together for multiple player games, and a mains adaptor.

The Lynx got a further shot in the arm with the announcement that Atari's coin-op arm, Tengen, has already begun developing Lynx versions of Hard Drivin', STUN Runner and Cyberball. And if you think that's exciting, Tengen have also said that they'll even be making improvements over the original arcade games, wherever possible. Makes yer mouth positively water, don't it!

## HAND-HELD SEGA!

Early rumours, these, so don't get too excited, but we've learned that Sega is rumoured to be working developing a hand-held machine that will (apparently) be compatible with all Sega Master System games. We'll be bringing you more news as soon as we have it.




# NEW ! FROM ENCORE...

**BEYOND THE ICE PALACE**
Spec. Cass. 2.99
C64 Cass. 2.99
Ams. Cass. 2.99

Release Date 7.3.90


**IKARI WARRIORS**
Spec. Cass. 2.99
C64 Cass. 2.99
Ams. Cass. 2.99
C16 Cass. 2.99

Release Date 21.2.90


**WONDERBOY**
Spec. Cass. 2.99
Ams. Cass. 2.99
C64 Cass. 2.99

Release Date 26.3.90





encore

Elite Systems Limited Anchor House, Anchor Road, Aldridge Walsall West Midlands
WS9 8PW England Telex: 336130 ELITE G Consumer hot line: (0922) 743408

# NEWS



## HAND-HELD PC ENGINE!

The hand-held war enters a new phase with NEC's shock announcement that a hand-held PC Engine is on its way very soon indeed! The very smart-looking black machine was shown recently at the CES Show in America, and is roughly the same size as a Gameboy, but features a larger, colour screen and - most important of all - is compatible with ALL PC Engine cartridges. This means that when the machine is released later on this year you'll be able to play all of the huge range of PC Engine games that have been released since the machine was launched two years ago. Our Jazza is already foaming at the mouth at the thought of being able to play stuff like R-Type, Gunhed, PC Kid and Legendary Axe on the train home. A full review of the machine will appear as soon as we can get our hands on the machine. Gibber, gibber.

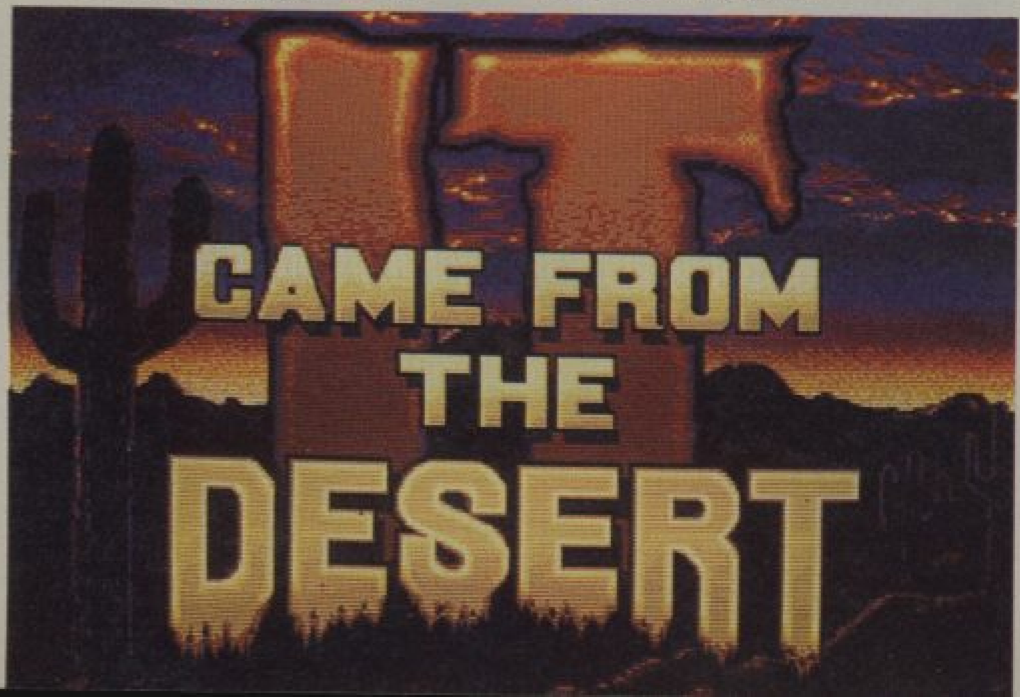
## ARCADE SHOW

January 9th saw the start of this year's ATEI, the annual exhibition of all things arcadey. Surprisingly, not many new coin-ops were on display - check out arcade action for more details. But what really caught our eye, though, was Real Race Feeling, a motorcycling simulation from Taito which, although only 20% complete, was amazing! Highly realistic, first-person perspective 3D portrays the race as the player sits on a hydraulic bike, complete with wind blowing onto your face as you speed along the track. Here's a pic of the machine - we'll be bringing you a full appraisal of the coin-op as soon as its finished.



## IT CAME FROM THE PREQUEL

Cinemaware's It Came From The Desert, the Hit-rated Interactive Movie from issue 98, has spawned an add-on disk. Called Ant Heads - It Came From The Desert II, the game takes place in 1956 by which time the US Government have moved their atomic testing programme to Lizard Breath, California. Obviously overjoyed with the amount of money that follows such an important project, the inhabitants of the town close their ears to renewed rumours of atomic mutant ants and of course, everyone knows what happens next. The extra disk will be on sale in February for £14.99 and requires the original It Came From The Desert software to run.




## MEGA MASTER SYSTEM

Here's the only solution to Megadrive owners wanting access to the Master System's massive range of software! Yes, we've finally got our hands on the Power Base Converter, and it works! Better than we thought it would because actually because, as it's wired for SCART, those previously blurred 8 bit games now reach your screen with crystal clarity! The Power Base Converter worked perfectly with every game we tried, including the fab California Games, Wonder Boy III and Psycho Fox. It costs £39.95 and you can get it from PC Engine Services at South Bank House, Black Prince Road, London SE1 7SJ.


Fools Mountain
hut
bunker
church
garage
pylon
stores
cable car
radio
factory
house
heat mine
police
warehouse
synthesis plant
headquarters
magazine
settlement
RAINBIRD
MASTER OF STRATEGY
Mad Johns Pass
hut
bunker
church
garage
pylon
stores
cable car
radio
factory
house
heat mine
police
warehouse
synthesis plant
headquarters
magazine
settlement
multiple buttons
KEY
RELIEF
FULL MAP
PEOPLE
CLOSE MAP

# THE STRATEGY GAME

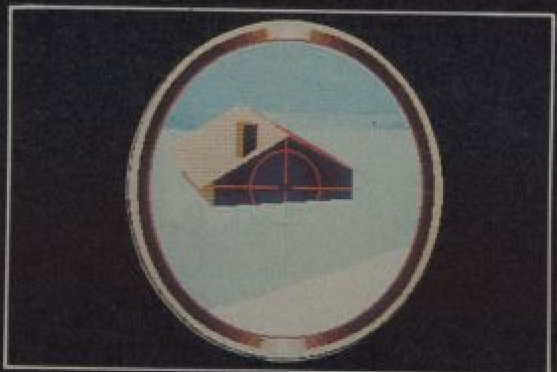
# MIDWINTER

# OF THE DECADE ARRIVES

*As a new Ice Age dawns in Rainbird's gigantic new classic, strategy gaming also enters a new era. For Midwinter is a genuinely original concept that launches revolutionary techniques onto the home computer screen.*

*The scenario is convincingly realistic as a new Ice Age grips the world. Together with a small group of pioneers you have colonized the Midwinter Isle, a 160,000 square mile land mass now under threat from invaders intent on seizing your sanctuary.*

*Compelling action and strategy take place across a spectacular 3D fractal generated landscape with its stunning geographical accuracy. You control 32 personalities, each with different qualities, skills and complex personal relationships. Enemy movements can be tracked, and battle plans made, using the incredibly detailed on-screen map.*







*In your bid to defend the life-supporting heat mines, you can ski, hang-glide, travel by snow buggy or cable car, snipe and sabotage the enemy. There is no easy way to win, but the game's unique depth and absorbing complexity will keep you trying until you do.*

*The deep Midwinter is upon us. Be prepared for a long and exciting battle against its elements.*







# MIDWIN

BY RAINBIRD

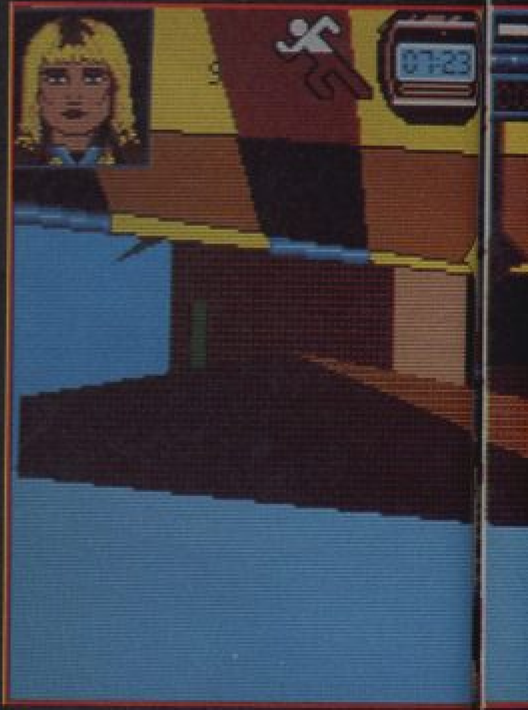
Something's afoot on snowy Midwinter Island and as the leader of the Free Villages Peace Force, Captain John Stark feels he should know what it is. Ever since an unidentified ship was spotted heading into Thunder Bay on the south east corner of Midwinter, islandwide radio communications have been jammed. Could this mean that megalomaniac General Masters has finally decided to invade?

Stark discovers that Masters has established a bridgehead at Shining Hollow which his invasion force is marching across to capture Midwinter's southernmost settlements. Thirty two Peace Force members have to be assembled to halt the General's forces before they capture all the settlements or the island's power stations, but with radio communications dead, the message will have to be passed on by word of mouth. There's not a moment to lose, so Stark sets off on his skis to the nearest Peace Force officer to spread the word.

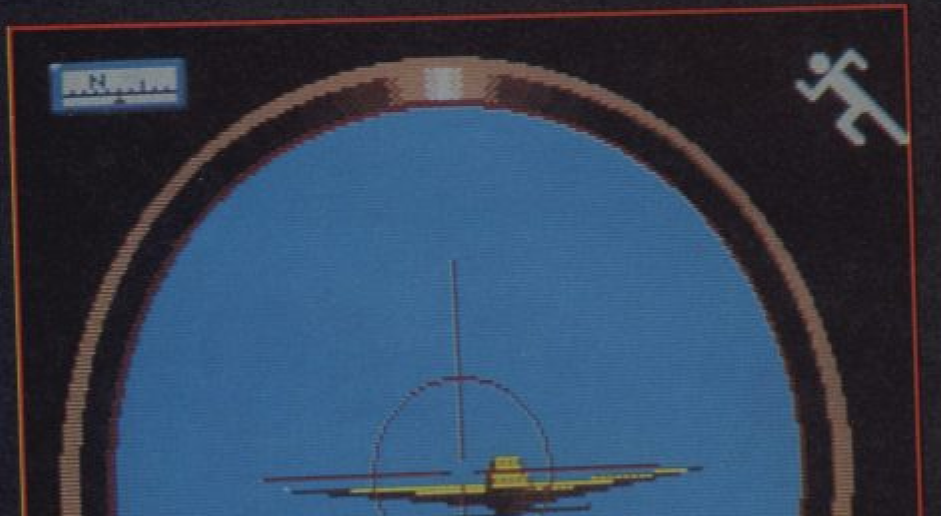
There are several modes of transport available in Mid-




▲ *Some of the Peace Force members assembled so far. Click on any face for a revealing mini-biography.*



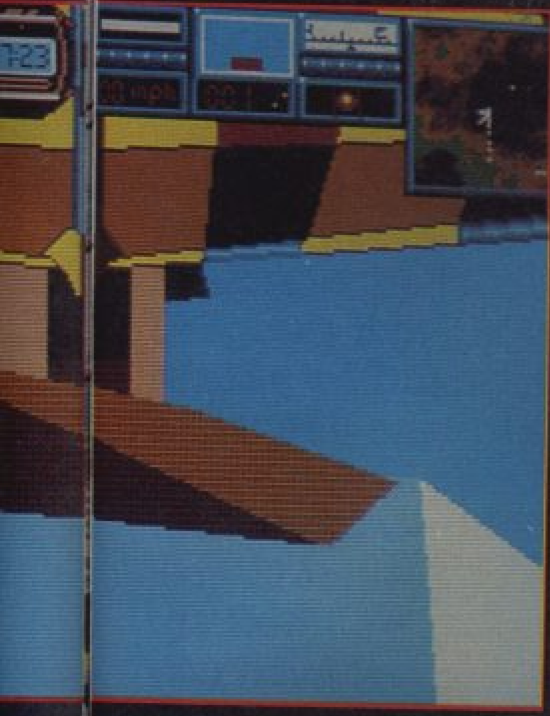

▼ *Watching from his snow buggy, th...*
*...ches a homing missile at one of M...*





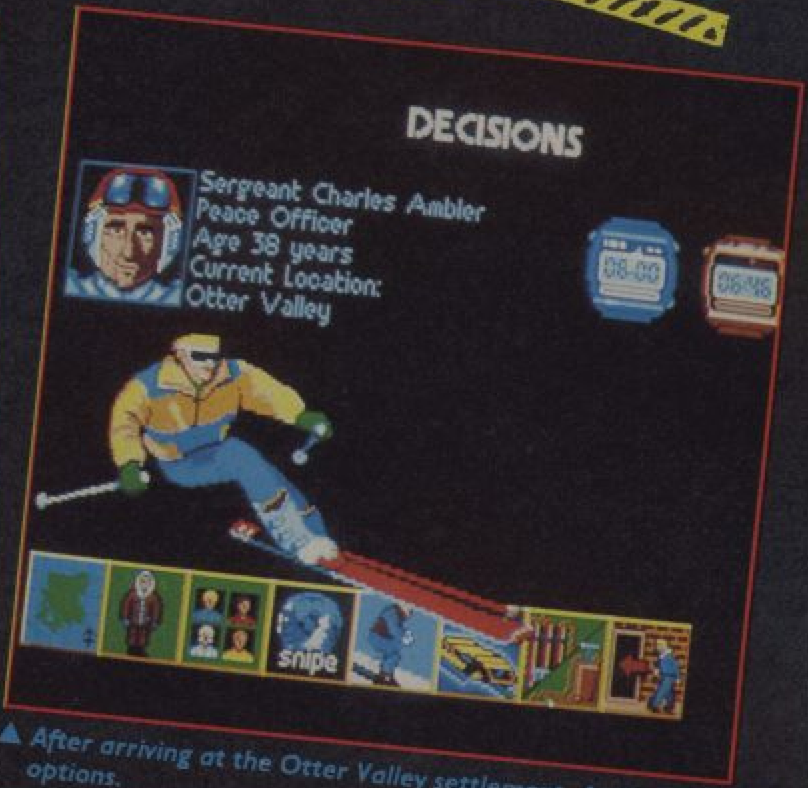
# NTER

C+VG HIT!

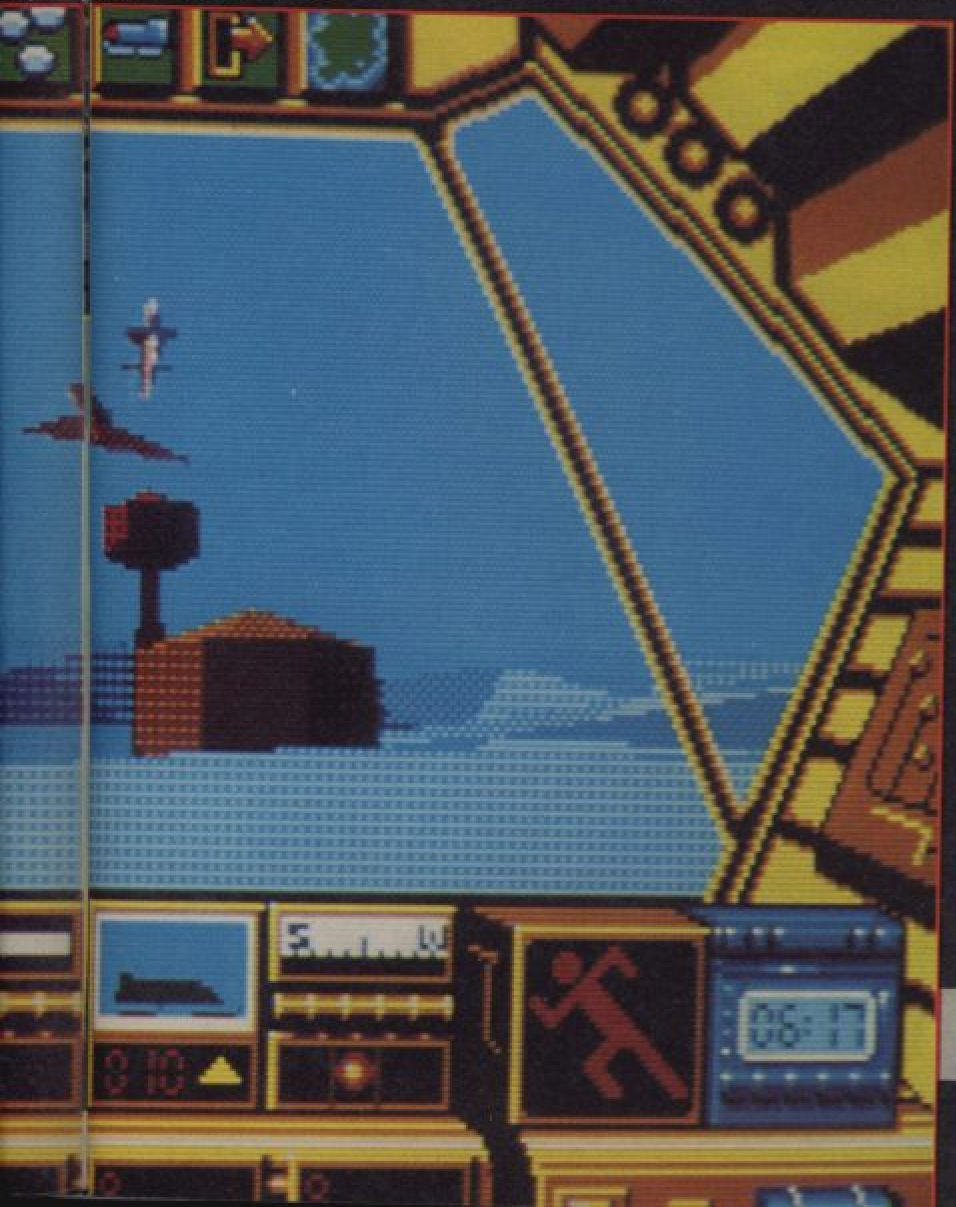


ggy,
e of

the ubiquitous Sgt Ambler laun-
Masters' bombers.




▲ After arriving at the Otter Valley settlement, Ambler assesses his options.



winter. It being a snowbound isle, everyone has a pair of skis, but skiing between settlements is slow and long journeys can be exhausting. A snow buggy is faster, but they can only be found in garages, which not all settlements have. When a buggy is not available it may be easiest to take a cable car to the top of a mountain, then collect a hang-glider at the summit and fly the rest of the way. Whichever method you choose, the journey is depicted in solid 3D graphics which are fractal-generated and light-source shaded for extra realism.

Every agent travels armed with a rifle, a pack of grenades and some dynamite. The rifle and grenades can be used to destroy enemy buggies, drone planes or bombers, and the dynamite is useful for sabotage. Buggies and hang-gliders are armed with missiles.

Once Stark has contacted another Peace Force member, he has to send him or her off to warn more members and enlist them to his Home Guard and so it goes on throughout the network. It's worth checking an agent's biography before dispatching him, though, as some of them hold grudges against others. So for example, Sergeant Ambler will find it difficult to recruit Gunn if his biography shows he once ran off with Mrs Gunn!

## UPDATE

***Amiga and PC versions are due to be launched at around the start of March. Expect them to be as good as, if not better than the ST version.***

## ST
## £29.99

***Midwinter is astonishing! It's just so vast, yet the gameplay is so intricate that it will take months of play to get through it. So comprehensive is the command system that the player's course of action is hardly ever restricted and consequently there are dozens of winning strategies. The urgency created by the time factor, the travel sequences with their amazing frosty 3D graphics and the "realness" of the characters provide a feeling of being there only to my mind matched by the likes of Elite and Dungeon Master, and like those two games, this one is undoubtedly set to be a classic.***

***PAUL GLANCEY***

| | |
|---|---|
| GRAPHICS | 94% |
| SOUND | 77% |
| VALUE | 96% |
| PLAYABILITY | 96% |
| OVERALL | 96% |

# C+VG HOTLINES

## LINE ONE
## 0898 334 150
## SEE SOME REAL DRAGONS! (WELL, NEARLY)

After a bit of wheelin' and dealin' (as well as a spot of duckin' and divin') we managed to wrangle this warver nice little compo out of Palace Software to celebrate the launch and Hit rating of Dragon's Breath. We'll send one lucky reader, complete with a partner on an expenses-paid trip to London Zoo, where they'll see all the wonders of the animal world, including the closest living relatives to the dragon race in the Reptile House. And just think, all you have to do is make a three-minute phone call. Sheesh...

## LINE TWO
## 0898 555 537
## WIN ONE HUNDRED AND FIFTY POUNDS WORTH OF SOFTWARE!

Why win 100 quid's worth of stuff when you can win that plus half as much again? That's the conclusion we came to, so that's what we're doing this month. Fifteen crisp tenners worth o' gear for your computer or console, and for how much? The price of one measly phone call. And nay preservatives, neither, I kid you not.

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT YOUR PARENTS PERMISSION BEFORE YOU DIAL. CALLS ARE CHARGED AT 38P PER MINUTE (PEAK AND STANDARD RATE) AND 25P PER MINUTE (CHEAP RATE). ALL PROGRAMMES LAST NO LONGER THAN THREE MINUTES.

## LINE THREE
## 0898 555 538
## WIN A MEGADRIVE! (WOT, ANOTHER ONE? YEAH!)

C-C-C-Consoles-a-gogo! The whole world loves 'em, and if the whole world loves 'em, it seems only fair that you get the opportunity to win 'em. Sooo, here is one brand spanking new Sega 16 bit Megadrive machine to take the chill from the winter's air and warm the cockles of your joypad. There's never been a better time to get one of these phantasmagorically crazee, def, mega, skill consoles, and this one'll cost you absolutely sweet FA. Apart from the call which you're just about to make, that is.

## LINE FOUR
## 0898 555 539
## WIN THE LATEST IN CD GAMING TECHNOLOGY!

You'll no doubt have read about the amazing CD ROM system, devised by Codemasters, in last month's issue, and if not - why not? Go away and read it, then come back and enter this spiffing compo which is being run in conjunction with Codemasters themselves. They're giving away six CD Game Packs, each containing 30 budget hits, and each worth £19.95. That's a lot of games for not much work; just pick up the telephone and dial the relevant number!






**Who's got the biggest sack in town? It's the YOB, of course, with his unfeasibly large mailbags. If you're brave enough, why not write to him? He'll reply to your questions, answers, jokes, complaints or whatever - and might even send you a software prize if he thinks your letter is particularly good. Send in your scribblings to: YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.**

## GOLDEN OLDIES

Dear YOB
I am a great lover of the golden oldies in the arcades, such as Tron, Gyruss and especially good old Track and Field and Hypersports. As I am pretty good at them both, I was wondering if you could put in some research for me and find out the quickest, furthest and highest other gamers have achieved on these dying breed of games.
*Steve "The Gem" Gemmell, Harefield, Middlesex*
**YOB: Yeah, it'd be nice to see some of the real golden oldies being converted to home machines - I'd love to see stuff like Joust II, I Robot and Gravitar being released on either the consoles, or on 16 bit. Perhaps some lovely company would re-release some of their classics on budget or compilation tapes - US Gold have certainly got some great ones in their vaults like Up 'n' Down, Zaxxon, Tapper, Mr Do, Pooyan and Dig Dug. I asked Jaz for info about records on the two games you mention and he gave me some of his old records. Track and Field: 100m 7.37 secs; long jump 9.72m; javelin 103.10m: hammer 99.45m; 110m hurdles 10.03 secs; high jump 2.49m. He said his highest game score was over 10,000,000, done with a friend in the pier arcade in Aberystwyth, Wales. Hypersports: swimming 48.24 secs; shooting 14,200; long horse 9.50; triple jump 19.17m; archery 5,900; weightlifting 390kg; pole vault 5.93m. His highest game score there was about 450,000. I hope you can beat them.**

## OLD ISSUES

Dear YOB,
Can I order back issues. If I can, from where and for how much? I went bonkers when I realised that I missed the issue where the Atari Lynx was reviewed.
*Markus Nilsson, Sweden*
**YOB: Watch out - we'll be running back issue ads soon, so you'll be able to catch up on all the issues you missed. As for the Lynx - watch out for full reviews of the games as soon as they're available.**

## WHAT A DIV

Dear YOB,
For Christmas I got a Sega Master System and I was very happy with it until my three year old sister started playing with it and now my sister won't let me on it and if I do get a go on it and get a high score she embarrasses me by getting an even higher score. Should I give up my Sega to her and play with her dolls house instead?
*James McAuleu, South Ackendon, Essex.*
**YOB: Oh deary, deary me. What a feeble-brained, floppy twerp. What sort of a feeble div lets his three year old kiddie sister beat his highscores??? No doubt your dog'll be beating you next! If I was you I would go and play with her dolls house...**

## FREEBIES PLEASE

Dear YOB,
The New Year celebrations are over and its now down to business, so I'll not beat around the bush.

As an Amiga owner, I would naturally like to see Amiga disks on the cover of future issues of C+VG although other people may be disappointed. However, CU have already found the answer. They produce the magazine and place disks on some and cassettes on the others, upgrading the price on the disk issues. Would it be possible for you to try a similar scheme, if only for a trial run for one month?
*Stuart Hardy, Wales, Sheffield*
**YOB: We did think about it, but there's one vital flaw to the idea - what about the thousands of console readers out there. They're not interested in either tapes or disks! That's why we give away stuff like megamags, special posters, books and holograms!**

# WHAT, WHERE, WHEN AND WHY

Dear YOB,
I am writing to you to congratulate you on your utterly fab mag. I am also writing to ask as I have just bought a PAL megadrive will there be any loss in graphic sharpness of colour. I think Jaz is one of the hipdooest punks on the street he should be knighted for his work in computers. Also when are you gonna release the next issue of your C+VG Console Book. I also want to know more information about how to become a reviewer for your mag. Now has anyone noticed that on Chan and Chan when you step on a spring you can be send back a stage when will the megadrive be released and when is the mega mag and tips for Ghouls and Ghosts going to be printed.
*C Walson, Field Road, West Haddelsey, North Yorkshire*
**YOB: You don't get much loss of sharpness with a PAL Megadrive - it all really depends on how good your TV set is. If it's rubbish, you won't get a particularly good picture no matter what. Sir Jaz sounds a bit crap to me, and anyway, he says he doesn't want the Queen slapping her sword around his head and shoulders for anything. How do you become a reviewer? It's a full-time job and you need to be a talented writer for starters. If you're really that interested, send a sample review to the Ed and if he's impressed, I'm sure he'll be in touch. As for the other stuff - keep an eye out for the Mean Machines Complete Guide to Consoles Volume II coming to a newsagent near you at Easter.**

# NOEL HOPERS

Dear YOB,
I just want to say how thick those kids on that Noel Edmonds Saturday show on TV are e.g "I want a computer", "I want a BMX", "I want a chemistry set". Why has not one of them asked for a Sega Megadrive with a stereo monitor and ooh, say £500 worth of games? What present would you ask for, YOB?
*Manic Mike the Meaty Megadrive Mogul from Mars*
**YOB: It just goes to show that the people who appear on that cruddy Noel Edmonds programme are completely and utterly thick. Presents? I'd want a helicopter gunship, a bionic arm complete with a chainsaw instead of a hand, an army of trained ninja assassins, my own tube train so I could deface it to my heart's content, seven Rottweilers and Debbie Greenwood.**

# SMARTY BOOTS

Dear YOB,
I am writing to you on matters concerning your megaquiz. I spotted two mistakes in your questions;
1. Question 46. Referring to how many Star Wars games are available, there are seven, yes seven. You were right to point out that Jedi Arena existed on the VCS but as an ex-owner of one of these cult machines also available were Death Star Battle and Ewok Battle plus a very different version of Empire Strikes Back, more reminiscent of Attack of the Mutant Camels. All from Parker games.
2. Question 51. There were in fact five Indiana Jones based games. Four were the ones in your mag. but also a version of Raiders of the Lost Ark was avilable, yes again, for the VCS. It was one of the most playable arcade/adventures I have ever played.
*Graham Mclaughlin, Leicester*
**Nicely spotted - smart-ass!**

# A SKINT JOCK WRITES

Dear YOB, Mega Cool Dude,
Please please could you send me Wonderboy III as it takes me a year to save up for a Sega game. I always read your well crucial publication (when I can afford it). Keep up the good work.
*R Martin, Kilmalcolm, Scotland.*
**Whingy begging letters from sporran-swinging, girlie-kiltie persons - or any persons for that matter - don't cut any ice with me. If you can't afford computer games, why don't you go back to roamin'-in-the-gloamin'!**


# WHAT, WHERE, WHEN AND WHY

Dear YOB,
I am writing to you to congratulate you on your utterly fab mag. I am also writing to ask as I have just bought a PAL megadrive will there be any loss in graphic sharpness of colour. I think Jaz is one of the hipdooest punks on the street he should be knighted for his work in computers. Also when are you gonna release the next issue of your C+VG Console Book. I also want to know more information about how to become a reviewer for your mag. Now has anyone noticed that on Chan and Chan when you step on a spring you can be send back a stage when will the megadrive be released and when is the mega mag and tips for Ghouls and Ghosts going to be printed.
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# I WANNA NEIGHBOURS GAME!

Dear YOB,
I think somebody should write a Neighbours game - I've got a great idea for the game plot. On level one you are Scott on a skateboard and you have to go all the way through Ramsey Street throwing false teeth at Mrs Mangle, Harold and Lucy. On level two you have to jump dogs, cats and other animals. I think you should add more to it but with funny graphics it should be a great game and very popular.
*James McAuley, South Ackendon, Essex*
**YOB: Has anyone else got a great games design. I'll give a special £50 software prize for the best games design for an unusual subject. And I'll also give another £50 software prize for the crappiest - let your imagination run riot.**

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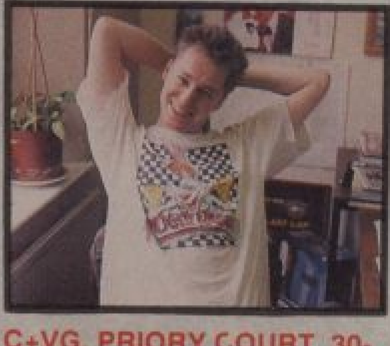
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**No-one can accuse us of being slowcoaches, what with hints for Future Wars and the complete solution to the graphic spectacular, Space Ace. As Brucie Forsyth would say, "What a lot we've got. Wooooooooh!" Ahem, yes. If you've discovered some vital morsel of gaming info, be it a cheat mode, a saucy POKE or a map, why waste time? Bung it in an envelope and get the postie to deliver it to me at... PLAYMASTERS,**



**C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. If you're tips are tops, you could win £100 of software for your computer. Gol-lee!**

# ST

## SWITCHBLADE

That so-called Devonshire blokey, Adam "Pattie" Coombs, reckons that typing POOKY on the high score table then pressing 1, 2, 3, 4 or 5 on the title screen of Gremlin's Rick Dangerous-esque platform game lets you jump between levels. And who are we to argue. Nobody, that's who.

# AMIGA

## FUTURE WARS

If you've got this Cinemaware derivative and aren't too good at playing it, D Ferranti and R Perry are here to start you off, with the solution to the first timezone.

Examine scaffolding, operate red button, take bucket, operate open window, examine waste basket, get plastic bag, go to window, open medicine cabinet, take insecticide, open toilet door, examine door, get flag, use bucket on sink, go to north door in office lobby, use bucket on door, walk to east door, examine carpet, take key, operate east door, go east, close door, examine cupboards below library, use key on second cupboard from left, examine typewriter, note number (40315), operate drawer in desk, take paper, close drawer, examine military map, put flag in hole in map, enter passage, examine keypad, operate numbers from number on typewriter, examine machine, operate green button, place paper on opening, operate red button, take documents, stand in circle of light to right of machine.

## NINJA WARRIORS

The following cheats are, to be honest, a bit on the pointless side but what the hell, they're a whole bunch o' laffs and japes. Just press CAPS LOCK, followed by the sentence shown in capitals, then turn off CAPS LOCK to bring the indicated cheats into action - oh, and don't forget the spaces. Ta v much to the folks at The Sales Curve for these.

THE TERMINATOR - Ninja body parts explode when you die.

MONTY PYTHON - Enemies come on backwards.

SKIPPY - Enemies bounce.

A SMALL STEP FOR MAN - Baddies will jump off the screen.

STEVE AUSTIN - Pressing S during play toggles slow motion.

# AMSTRAD

## UNTOUCHABLES

Here's a handy tip for owners of this wow-brill Ocean multi-parter. When the message "Searching 1" appears on-screen, play the tape until "Found 1 Loading 1" is displayed. Stop the tape and fast-forward to the second part of the desired level. Here are the counter numbers (for side two).

Level 1: 008 Level 2: 044 Level 3: 083 Levels 4-5: 125 Level 6: 170

## GHOSTS 'N' GOBLINS

Infinite lives for Encore's rereleased arcade conversion, brought to you by Aussie Andrew Mobbs of Queensland, Australia. Type 'em in, LOAD the game and play till your cardiovascular organ's content.

```
10 MEMORY &12FF 20
LOAD
"!GHOST&G2.BIN",&1800 30
POKE &509B,0 40 CALL
&5000
```

## TURBO BOAT SIMULATOR

No name to accompany the following hint, so I'm afraid it's no fame for you, Mr Turbo Boat Tipster. Just load the game then, after starting play, press Pause and CLR to advance to the next level. Merci beaucoup, whoever you are from Oxford (if you pardon the French).

▼ *Have a million laughs with bouncing ninjas in Ninja Warriors.*



# SPACE ACE SOLUTION

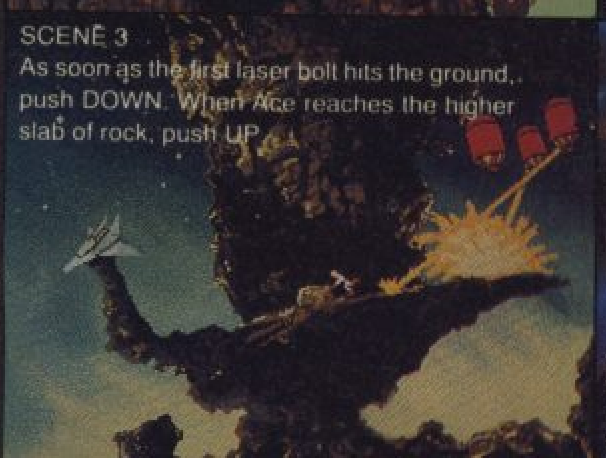
**Fans of this interactive cartoon game, take heed of this complete screen-by-screen guide, brought to you by Easington's own Paul Rand.**



SCENE 1
Push RIGHT before the first blast, LEFT before the second and DOWN before the third.



SCENE 2
Push RIGHT to stop Ace running too far ahead at the beginning, then LEFT when the crusher's arm rises. When Ace crouches on the rocks, push LEFT, then LEFT again when the second arm rises.



SCENE 3
As soon as the first laser bolt hits the ground, push DOWN. When Ace reaches the higher slab of rock, push UP.



SCENE 4
Push UP as soon as the ship begins to arc toward the fortress.



SCENE 5
Press FIRE to kill the monster.



SCENE 6
When the stomper is halfway across the screen, push RIGHT, followed by UP when the machine is directly above him.



SCENE 7
Wait until the platform reaches the floor for the second time, then push RIGHT, and RIGHT again as soon as Ace lands on the platform.



SCENE 8
Push DOWN when the monster's jaws begin to open, followed by RIGHT.



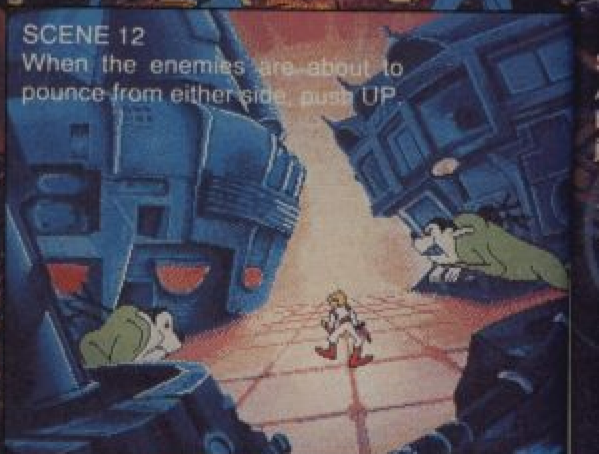
SCENE 9
To avoid being swallowed, push DOWN when the creature opens its mouth, then LEFT.



SCENE 10
A third muck monster catches Ace unawares, grabbing him with its tentacle. When Ace is facing the creature, kill it by pressing FIRE.



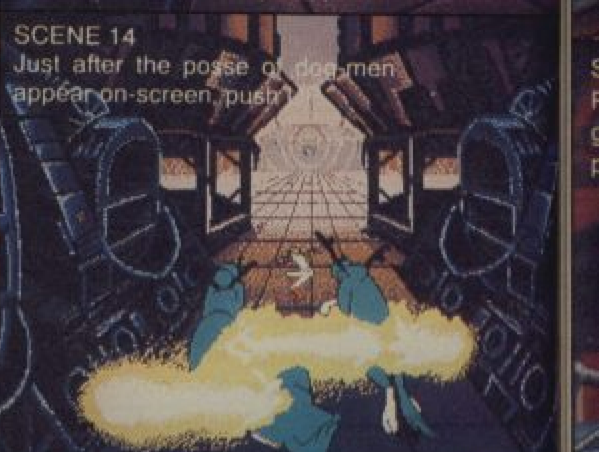
SCENE 11
When the cat-people appear behind Ace, push UP to enter the middle cave.



SCENE 12
When the enemies are about to pounce from either side, push UP.



SCENE 13
Just before Ace reaches the on[ly] clear path, push RIGHT.



SCENE 14
Just after the posse of dog-men appear on-screen, push



SCENE 15
Just before the robots fire, pus[h] RIGHT to dodge the shots and th[e] droids blast each other.



SCENE 16
When Ace reaches the turn-off, push LEFT to avoid the laser cannon.



SCENE 17
Ace runs down the passage, right into the path of a fully-charged cannon! Push LEFT just before the weapon unleashes its fatal blast.



SCENE 18
Ace must dodge another laser blast by pushing RIGHT at the junction.



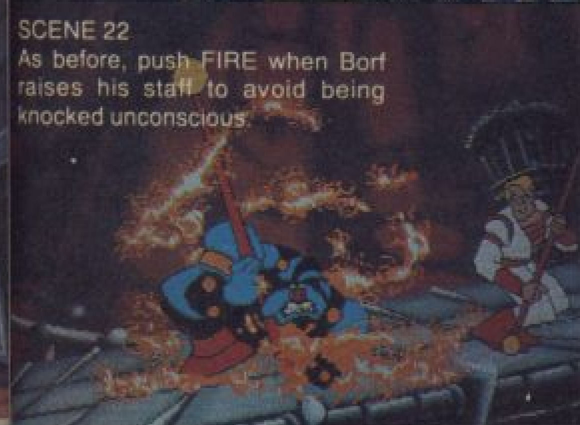
SCENE 19
Push UP after taking a couple of steps to climb the ladder and dodge the laser blast.



SCENE 20
Picking up the staff left lying carelessly on the ground, block Borf's own power staff by pressing FIRE when he raises it.



SCENE 21
Borf tries again! Push FIRE to parry the attack.



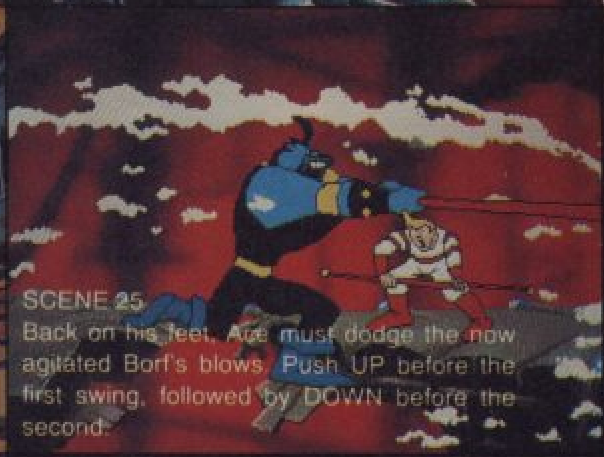
SCENE 22
As before, push FIRE when Borf raises his staff to avoid being knocked unconscious.



SCENE 23
Immediately upon entering this scene, push FIRE to block Borf's attack, then DOWN to duck underneath the staff.



SCENE 24
Push FIRE to block the attack, followed shortly after by a RIGHT to roll away from the enemy.



SCENE 25
Back on his feet, Ace must dodge the now agitated Borf's blows. Push UP before the first swing, followed by DOWN before the second.



SCENE 26
When Borf is about to swing, push RIGHT to sneak behind him, then move DOWN to jump onto his back.



SCENE 27
When the blue Goons appear, push UP to jump off their master's back, followed by LEFT to grasp the nearby rope.



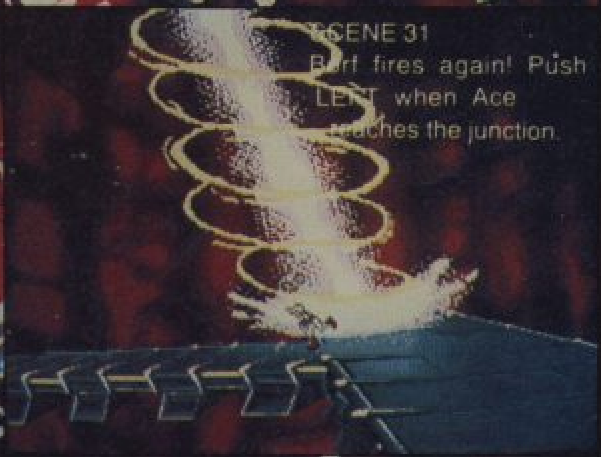
SCENE 28
When Ace is over the platform, push DOWN to jump from the rope.



SCENE 29
Push RIGHT before the platform (and the heroes) are consumed by lava.



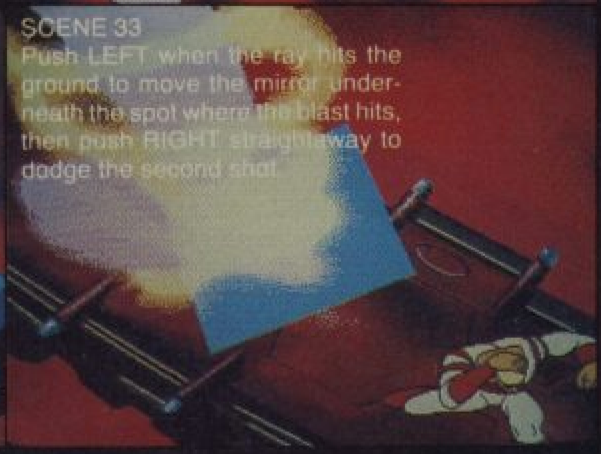
SCENE 30
Push RIGHT immediately before the ray hits the floor.



SCENE 31
Borf fires again! Push LEFT when Ace reaches the junction.



SCENE 32
Push RIGHT before the ray reaches the ground.



SCENE 33
Push LEFT when the ray hits the ground to move the mirror underneath the spot where the blast hits, then push RIGHT straightaway to dodge the second shot.




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# HIGH SCORES

**Welcome once again to the Official UK Highscore Table, where Britain's top players get the chance to show off their record scores. All scores are checked by a panel of experts before they're included - so if you're a record breaker make sure you note exactly what score you've achieved. Any discrepancies will result in your score being excluded from the tables. Send your scores to: UK HIGHSCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.**

## SEGA

**ACTION FIGHTER**
8,763,400 Jay Brown, Banbury, Oxfordshire
**AFTERBURNER**
17,404,100 Kenneth Rorie, Craigshill, Livingston
**ALEX KIDD (LOST STARS)**
1,294,500 Dennis Watts, London
**ALTERED BEAST**
570,900 Hywel Davies, Maehen, Gwent
**ASTRO WARRIOR**
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**AZTEC ADVENTURE**
256,400 Peter Ramdine, Stafford
**BANK PANIC**
938,800 Tony Holdford, Colchester
**BLACK BELT**
4,293,156 Harry Webb, Glasgow
**BLADE EAGLE 3D**
89,000 Richard Bell, Beddington, Surrey
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**DALEY THOMSON'S CHALLENGE**
10,670 Tony Repo, Helsinki
**DENARIS**
417,700 Carl Patterson, Walsall, W Midlands
**DRAGON NINJA**
99,250 Gilles Durys, Belgium
**GREAT GIANNA SISTERS**
128,628 Gaspart Arnand, Belgium
**IK+**
588,000 Ste Markey, Liverpool
999,999 Andre Hastings, Australia
**MICKEY MOUSE**
567,650 Daniel King, Manchester
**NEW ZEALAND STORY**
3,415,600 Luke Hetherington, Yeovil
**OPERATION WOLF**
1,000,300 B Hardcastle, Cranleigh, Surrey
**PACMANIA**
1,950,220 Mark Henn, Highgate, London
**POWERDRIFT**
Course B: 880,290 Steven Ball, Romford, Essex
**RAMBO III**
962,400 Wolfman D, Nelson, Lancs
**RENEGADE III**
79,995 Jukka Piira, Finland
**ROBOCOP**
1,950,000 Scott Langford, Redcar, Cleveland
**R-TYPE**
678,360 Luca Ceccarelli, Tirli, Italy
**SALAMANDER**
303,400 David Leitch, Milton, Glasgow

# HIGH SCORES

**SILKWORM**
1,288,900 Christer Bjorkman, Finland
**TEST DRIVE II**
203,850 Paul Warwick, S Victoria, Australia
**THUNDERBLADE**
2,044,190 J M Clayton, Ryton, Tyne & Wear

## ST

**AFTERBURNER**
38,719,310 Stephen Simpson, Ottley, W Yorks
**ALIEN SYNDROME**
936,800 Andrew Stamp, Portsmouth, Hants
**ALTERED BEAST**
473,000 Gary Liew, London
**ARKANOID**
730,390 Julian Rignall, C+VG
**ARKANOID II**
525,630 Jaspal Jandu, London
**BAAL**
287,450 Jan Dobrodumow, Bradford, W Yorks
**BACKLASH**
1,450,800 James Boyd, London
**BEYOND THE ICE PALACE**
199,430 Richard Jeffries, Haddenham, Bucks
**BLASTEROIDS**
7,473,325 Richard Halton, Horwich, Bolton
**BLOOD MONEY**
340,000 Chris Hall, Houghton-Le-Spring, Tyne & Wear
**BUBBLE BOBBLE**
6,345,720 Colin Tracey, Colchester
**BUGGY BOY**
107,340 Colin Tracey, Colchester
**CONTINENTAL CIRCUS**
3,555,370 Neil Evens, CHeltenham, Gloucestershire
**DRAGON NINJA**
110,120 Philip Hogg, Liverpool, Merseyside
**DYNAMITE DUX**
562,500 Alex Ware, Sheffield
**ELIMINATOR**
4,240,730 Colin Tracey, Colchester, Essex
**EMPIRE STRIKES BACK**
550,166 Ian Pinder, Pudsey
**FLYING SHARK**
4,283,920 Neil Evans, Cheltenham, Gloucestershire
**FORGOTTEN WORLDS**
59,300 Timothy Hodges, Peterborough, Cambs
**GHOULS AND GHOSTS**
9,996,263 Andrew Dowling, London
**IK+**
243,600 Andrew Newton, Wigan
**IKARI WARRIORS**
77,550 Craig Sutherland, Scone, Scotland
**INDIANA JONES ARCADE**
14,100 Tim Beer, Streatham, London SW16
**LED STORM**
806,950 Richard Davis, London
**LICENCE TO KILL**
82,430 Timothy Hodges, Peterborough, Cambs
**NEW ZEALAND STORY**
600,125 Stephen Simpson, Ottley, W Yorks
**OPERATION WOLF**
305,250 Aaron Kramer, Morayshire
**OUTRUN**
54,877,900 Gerallt Evans, Machynlleth, Dyfed
**PACLAND**
217,526 A Redfearn, Huddersfield, Yorkshire
**PAPERBOY**
20,550 Ian Curnigan, Birmingham
**POWERDRIFT**
1,484,429 Philip Hogg, Liverpool, Merseyside
**RED HEAT**
103,843 Philip Waite, Bradford, W Yorks
**RETURN OF THE JEDI**
208,911 Andrew Smart, Rossendale, Lancs
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401,220 Aaron Kramer, Morayshire
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523,220 Horness Spencer, Redditch, Worcs
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529,599 Stephen Simpson, Otley
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34,819,671 Paul Lomas, Cannock, Staffs
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243,540 Paul O' Keeffe, London SE14
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618,510 Richard Davis, London
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496,100 Stephen Simpson, Otley
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8,944,860 Colin Tracey, Colchester, Essex
**XENON II**
1,556,850 Colin Tracey, Colchester, Essex

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16,189,480 Remko de Gilde, Holland
**BARBARIAN II**
676,753 Daniel Sprangers, Gressendam, Holland
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315,280 Stu+Tony, Chelmsford, Essex
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341,900 Jimmy Gustaffson, Sweden
**DOMINATOR**
219,947 Daniel Sprangers, Gressendam, Holland
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111,150 Simon Deal, Camberley, Surrey **FORGOTTEN WORLDS**
638,500 Justin Edwards, Bristol
**GUNSHIP**
39,834 Andrew Aldridge, Erlestone, Wiltshire
**HYBRIS**
2,171,775 Miguel Lima, Portugal
**INDIANA JONES ARCADE**
37,300 Remko de Gille, Holland
**LED STORM**
574,478 Steven Howard, Lowestoft
**LICENCE TO KILL**
39,573 Lior Meiry, Israel
**NEW ZEALAND STORY**
1,093,970 Colin Tracey, Colchester, Essex
**OPERATION WOLF**
1,021,122 Jegi Rahi, Crayford, Kent
**PACMANIA**
37,450,320 Colin Tracey, Colchester, Essex
**PAPERBOY**
107,150 David Pocock, S Croydon, Surrey
**POWERDRIFT**
1,738,600 Ole Jensby, Thisted, Denmark
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744,550 Casey Gallacher, Reading, Berkshire
**ROADBLASTERS**
1,912,824 Allan Black, Desborough, N Hants
**ROBOCOP**
375,680 Martin Allsop, Burton-On-Trent, Staffs
**SILKWORM**
3,000,420 Martin Allsop, Burton-On-Trent, Staffs
**SPACE ACE**
22,650 Paul Rand, C+VG
**SPACE HARRIER**
7,566,980 Allan Black, Desborough, N Hants
**STARGLIDER II**
385,492 Kevin Griffiths, Wolverhampton
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590,650 Martin Hills, Sittingbourne, Kent
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22,118,682 Richard Shaw, Keyworth, Notts
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447,250 Carl Bates, Woolwell, Plymouth
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79,750 Vidar Sorensen, Tromso, Norway
**TEST DRIVE II**
274,370 Petri Nissi, Finland
**XENON II**
2,228,120 Colin Tracey, Colchester, Essex

## SPECTRUM

**AFTERBURNER**
59,555,000 John Bristow, Erith, Kent
**BATMAN - THE MOVIE**
374,090 Paul Macey, Caerleon, Gwent
**CHASE HQ**
6,514,845 Mark Jasper, Braintree, Essex
**CRAZY CARS II**
522,114 Martin Lunn, Sutton Coldfield, W Midlands
**DOUBLE DRAGON**
894,600 Fraser Spears, Birmingham
**DRAGON NINJA**
1,102,060 M C Warlock, Plymouth
**FIREFLY**
1,643,290 Robert Preston, Warley, W Mids
**FORGOTTEN WORLDS**
689,800 Fraser Spears, Birmingham
**LAST NINJA II**
999,999 Steven Symonds, Chard, Somerset
**NEW ZEALAND STORY**
501,300 Peter Barnes, Oakworth, Keighley
**OPERATION THUNDERBOLT**
174,200 James Thomas, Derby
**OPERATION WOLF**
914,830 Martin Hills, Sittingbourne, Kent
**OUT RUN**
31,065,250 Kieran Kelly, Cloughborough, Leics
**ROBOCOP**
1,982,240 Fraser Spears, Birmingham
**ROLLING THUNDER**
318,420 Michael Turner, Downend, Bristol

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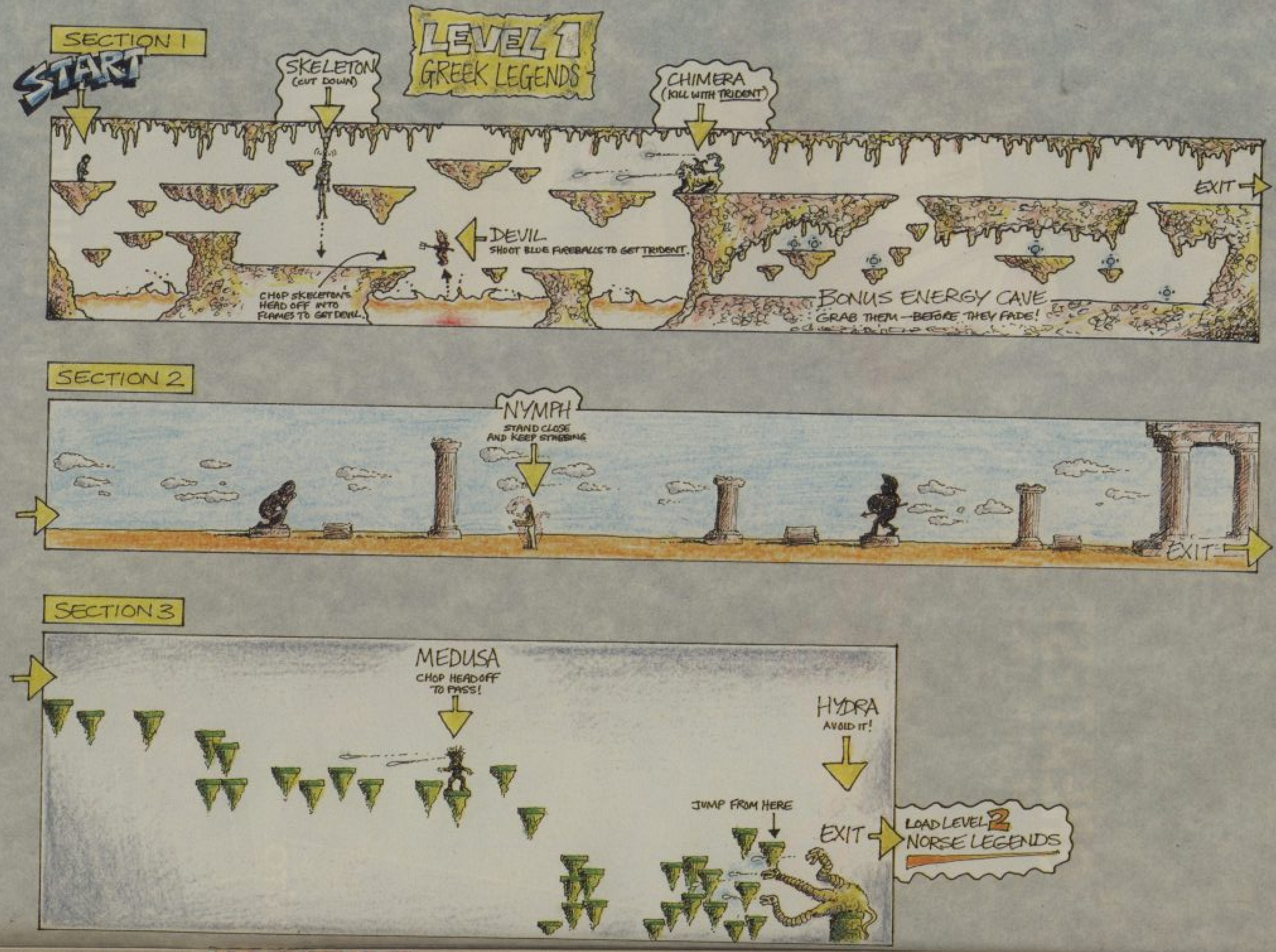

**SHINOBI**
22,030 James Thomas, Derby
**THUNDERBLADE**
1,944,000 John Bristow, Erith, Kent
**WEC LE MANS**
439,920 Richard Bilsborrow, Liverpool

## AMSTRAD

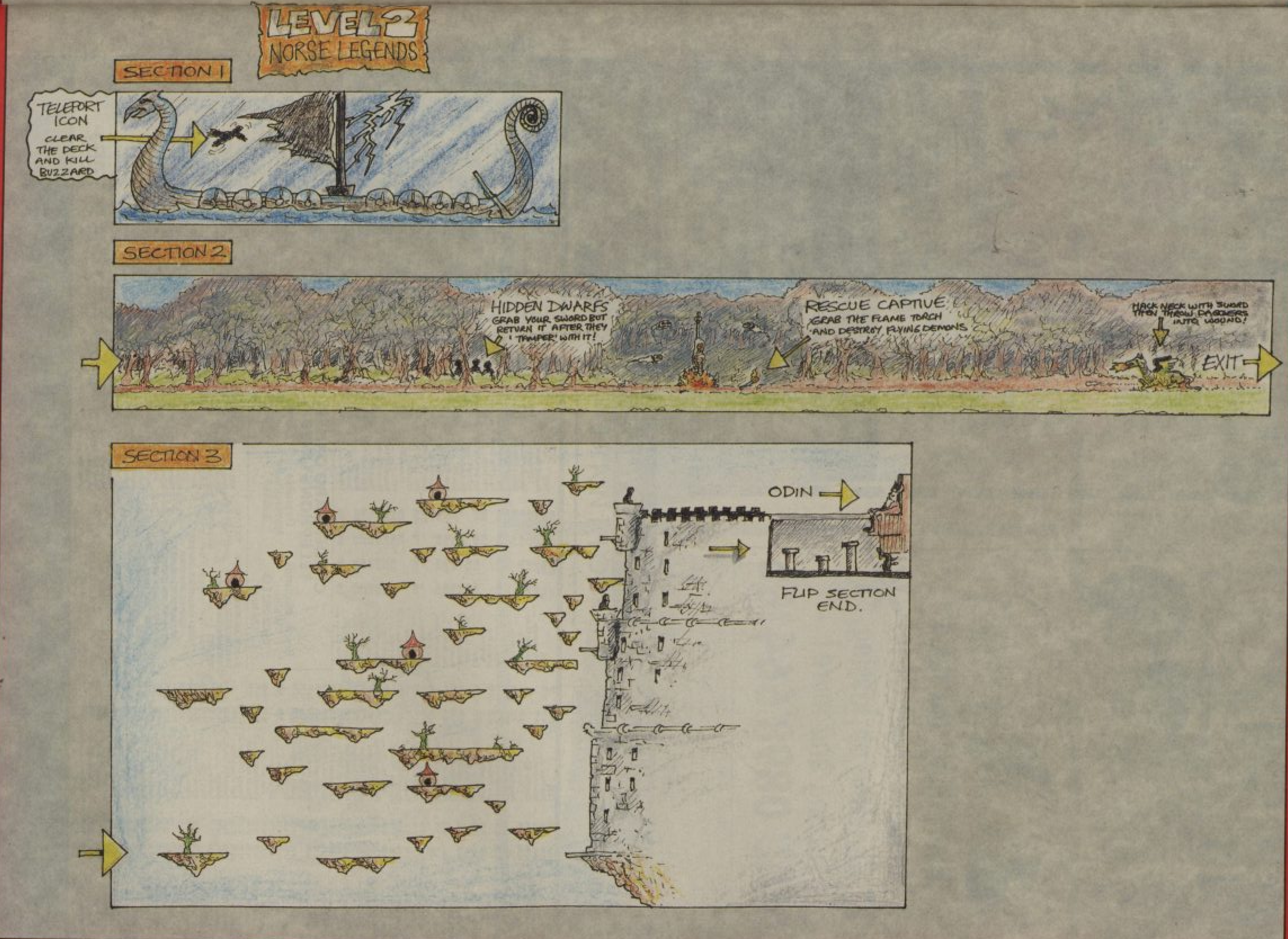
**AFTERBURNER**
28,714,950 Thurstan Johnston, Richmond, Surrey
**APB**
$38,970 Andrew Buckly, Reading, Berks
**BARBARIAN II**
29,540 Hames Lodge,Belper, Derbyshire
**BATMAN THE MOVIE**
250,630 Scott McCulloch, Irvine, Scotland
**BLASTEROIDS**
106,850 Tim Goldsby, Cheltenham, Glos
**BUGGY BOY**
129,190 Neil Collman, Hemel Hempstead, Herts
**CRAZY CARS**
14,870,030 Karl Rudolf, Redditch, Worcs
**CRAZY CARS II**
752,966 Morten Ludvigsen, Nesna, Norway
**CHASE HQ**
6,600,251 Scott McCulloch, Ayrshire, Scotland
**CYBERNOID II**
136,250 Thurstan Johnston, Richmond, Surrey
**DARK SIDE**
6,518,000 Stu, Melton Mowbray, Leics
**DRAGON NINJA**
1,088,000 Philip Doak, Ellon, Aberdeenshire
**DYNAMITE DUX**
156,810 Tim Goldsby, Cheltenham, Glos
**GRYZOR**
1,264,606 James Campbell, Welling, Kent
**MR HELI**
243,980 Ben Patchesa, Scaldwell, Northants
**OPERATION WOLF**
525,650 Scott McCulloch, Irvine, Scotland
**OUTRUN**
56,708,370 R McDonald, Thurnby, Leics
**ROBOCOP**
2,794,000 John Bristow, Erith, Kent
**SOLOMON'S KEY**
Paul Cayzer, Widnes
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128,135 Ben Cumming, Eaglescliffe, Cleveland
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24,280 James Lodge, Belper, Derbyshire
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**WEC LE MANS**
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LEVEL 1 GREEK LEGENDS
CHIMERA (KILL WITH TRIDENT)
EXIT
DEVIL SHOOT BLUE FIREBALLS TO GET TRIDENT.
CHOP SKELETON'S HEAD OFF INTO FLAMES TO GET DEVIL.
BONUS ENERGY CAVE GRAB THEM—BEFORE THEY FADE!
SECTION 2
NYMPH STAND CLOSE AND KEEP STABBING
EXIT
SECTION 3
MEDUSA CHOP HEADOFF TO PASS!
HYDRA AVOID IT!
JUMP FROM HERE
EXIT
LOAD LEVEL 2 NORSE LEGENDS




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| Bloodwych | 17.95 | 17.95 |
| Bloodwych Data Disk | 11.99 | 11.99 |
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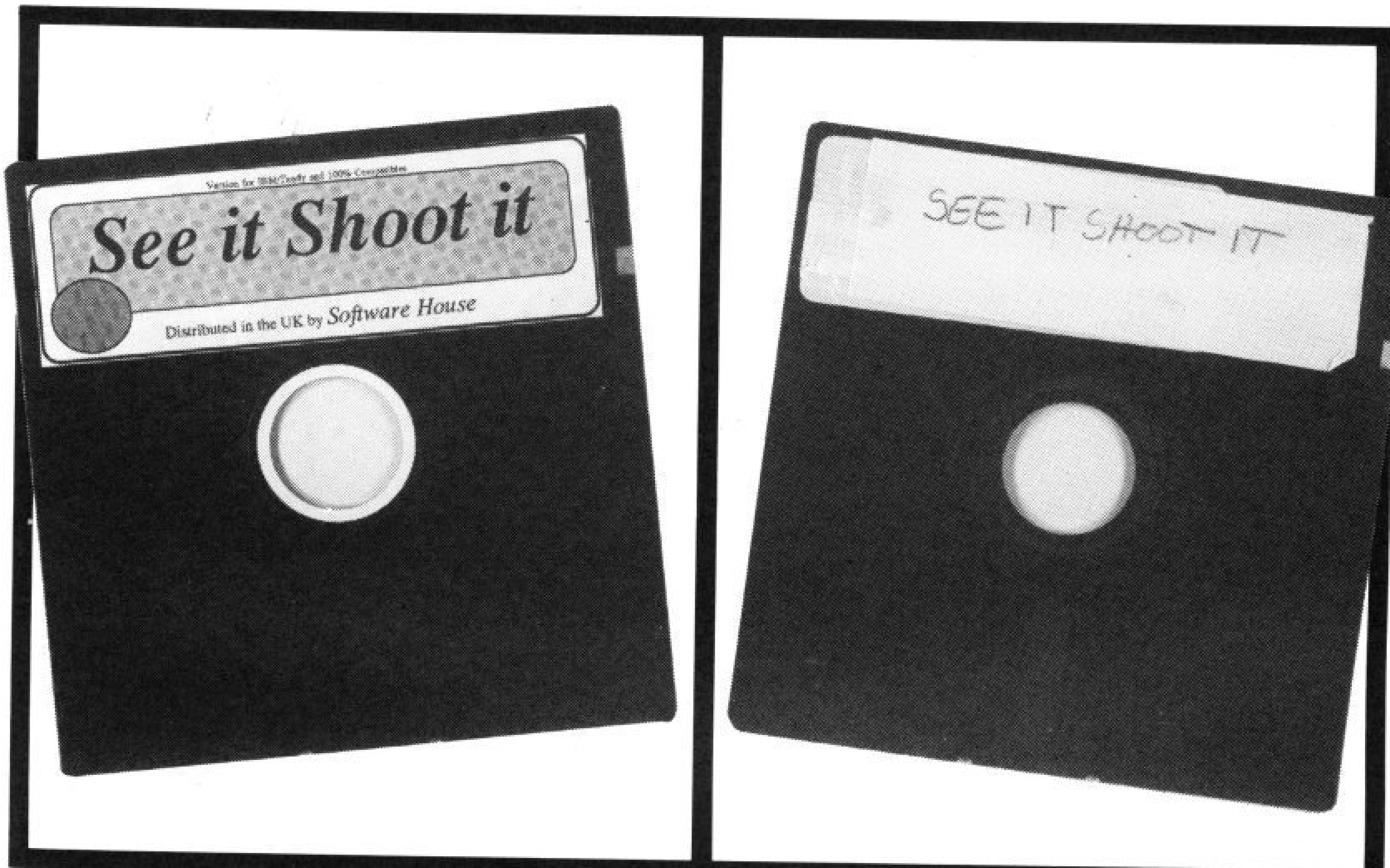
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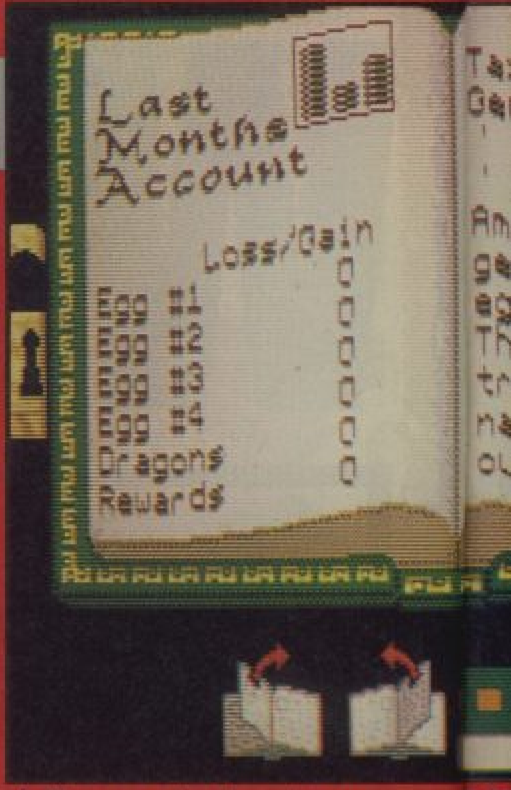
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REVIEW ▶ AMIGA

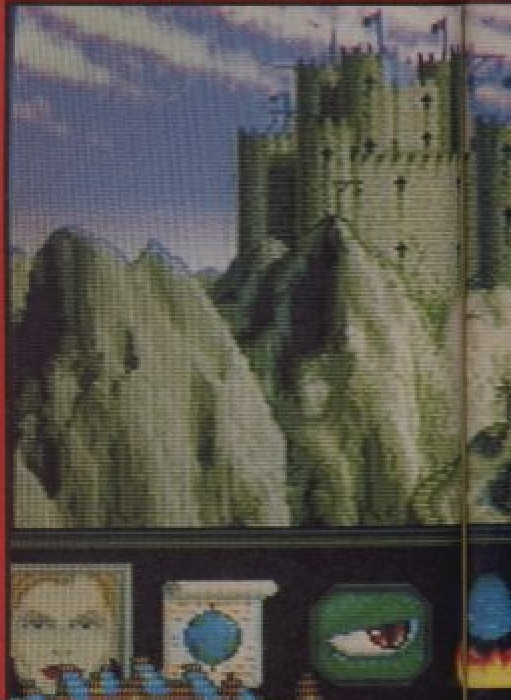
# DRAGON'S B



▲ *Cooking a Dragon's egg takes longer than three minutes - more like three months.*



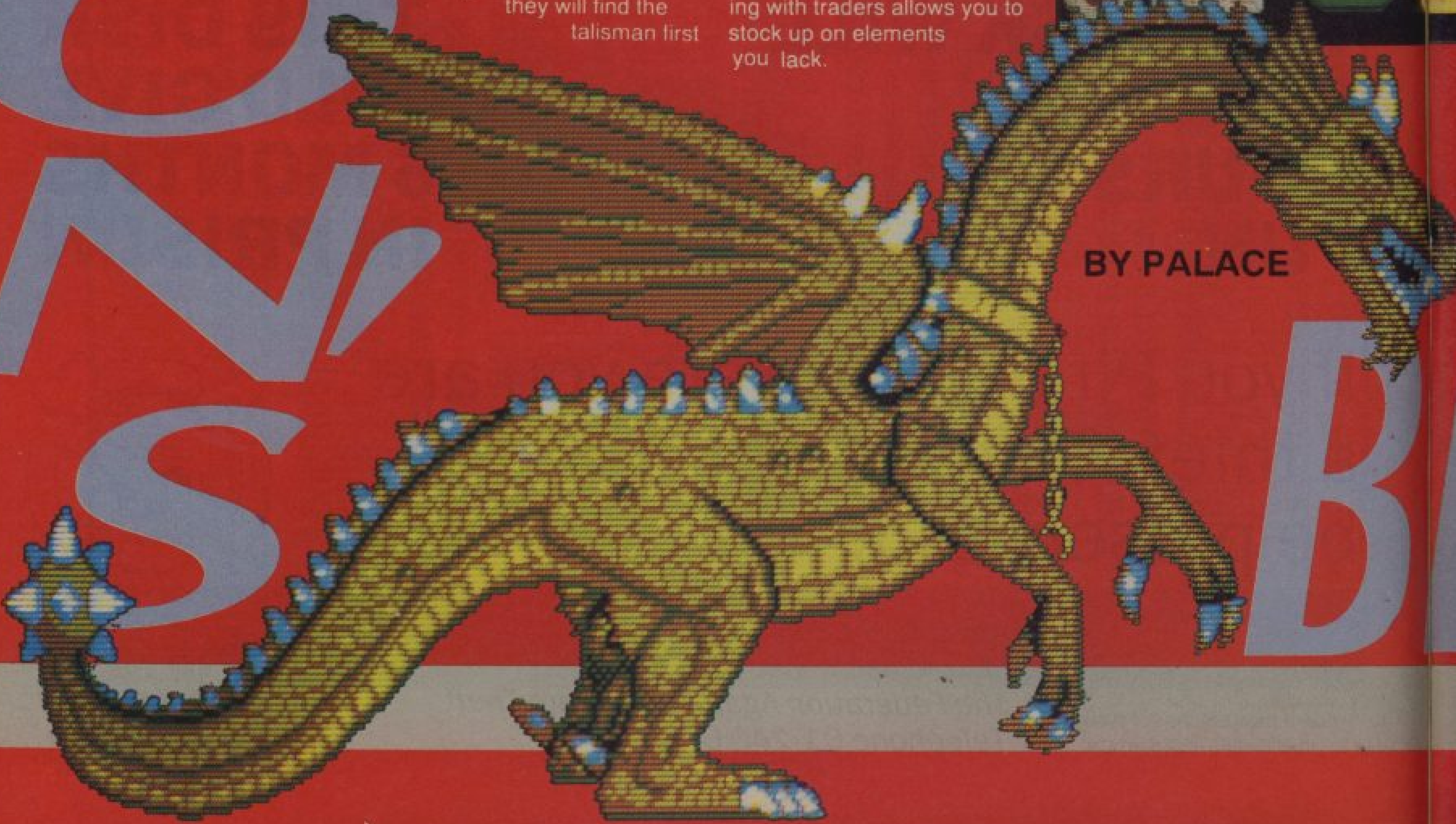

▲ *Times are hard - a dragon and 20 eggs to support!*



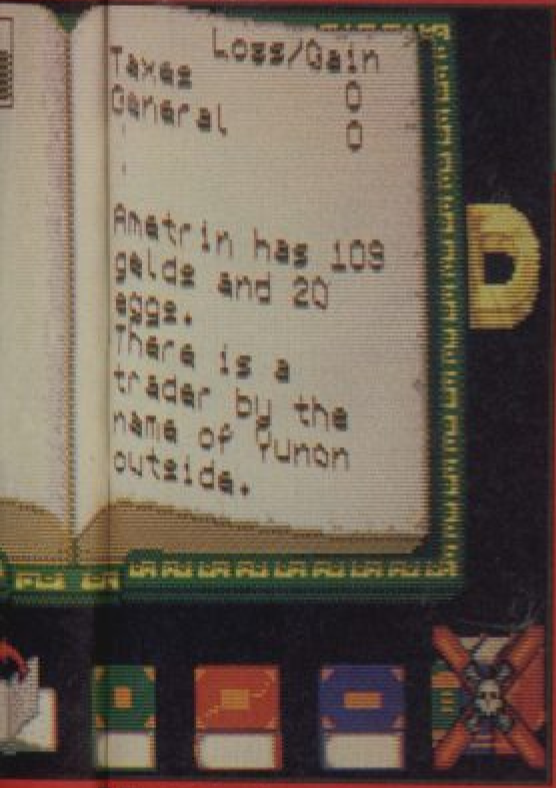
Anrea is a land troubled by civil war. Three lords in the wasted plain around Dwarf Mountain are battling for supremacy, and for the right to claim the three pieces of a magical object: the talisman. Only the talisman, once assembled, allows access to the Throne Room in Dwarf Mountain, and only the Throne Room hides the secret of immortality.

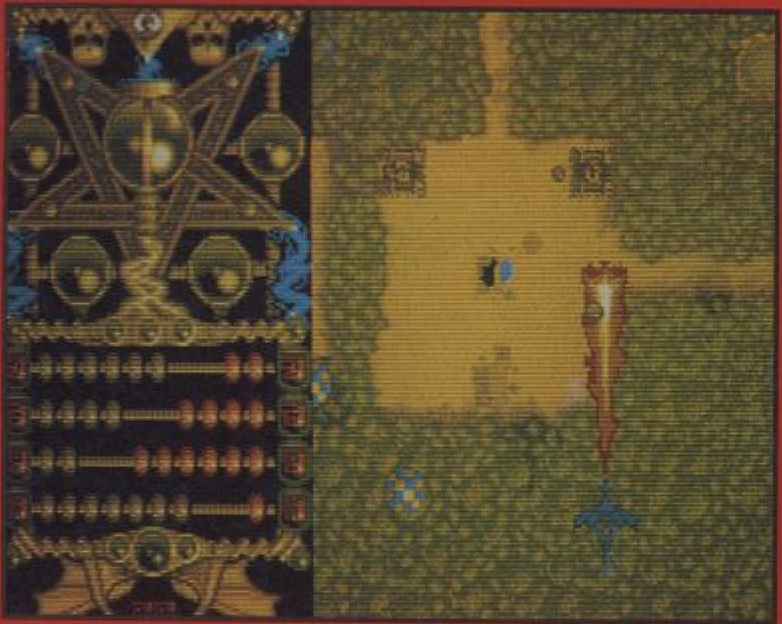
Any combination of human and computer players can take part in this triangular conflict, but all have the same objective: to raise their armies of dragons to such a strength and number that they will find the talisman first and have the power to guard it.

Play takes place in turns, during which any player may perform six basic actions. Accessing the map allows you to plot attacks on enemy settlements; the dragon status screen tells you how good a dragon is at performing tasks (a dragon with poor eyesight, for example, won't find talisman pieces so easily). Nurturing a dragon in the egg involves gauging the heat of incubation and casting the right spells; checking books reveals information about other player movements, accounts and your magic stock; dealing with traders allows you to stock up on elements you lack.



BY PALACE



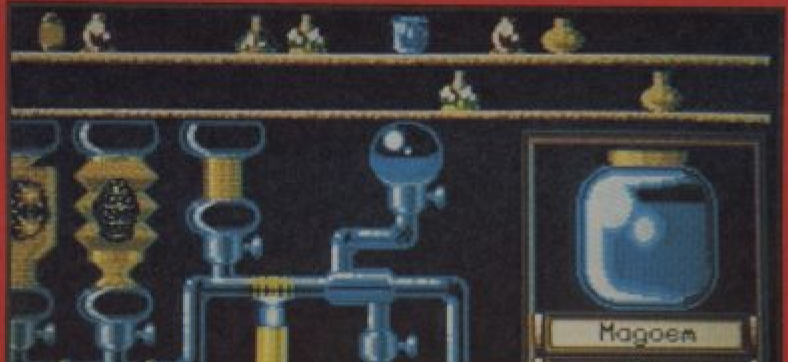
▼ *The castle of one of your competitors. Wonder how she's doing?*



Spell-casting, however, is the most fundamental action: once you've learned your trade, you can create magic to increase the population of one of your towns, give a dragon greater strength, or give yourself greater wealth. Increased population means greater defences; a strong dragon will live longer and conquer more; greater wealth means you can buy more elements for magic potions.

A game continues until all players run out of money and dragons, or the talisman is found. There can only be one winner...

**C+VG HIT!**






## UPDATE

***A message to all lovers of dragons and winged serpents: an ST version will be released at the same time as the Amiga, but the PC dragon is still in its egg, and shouldn't hatch till later this year.***

# BREATH

## AMIGA
## £29.99

***Every aspect of Dragon's Breath has been superbly designed, from general points like the difficulty level (the computer opponents make formidable challengers) down to little things such as the different faces of traders who come to sell items. However, the most rewarding aspect is undoubtedly the spell-casting. This system draws you right to the heart of alchemy and spell creation - it's so good that if you're not happy with one spell you can create another yourself (as long as you're aware of the side effects). Once you've mastered the art (and you have to, to win), you can explore all the other subtleties, such as raising and training dragons, occupying villages, searching for talisman fragments: there are so many actions you can perform that no game is ever completely the same. On top of this the graphics are excellent and the stereo sound effects and music superb! Dragon's Breath has to be one of the most original games for some time, and if you like your action heavily dosed with strategy, go for it. The only criticism I have is there are too few arcade-style sequences: a couple more would have made it a classic.***

***GORDON HOUGHTON***

| | |
|---|---|
| GRAPHICS | 88% |
| SOUND | 93% |
| VALUE | 80% |
| PLAYABILITY | 90% |
| OVERALL | 89% |

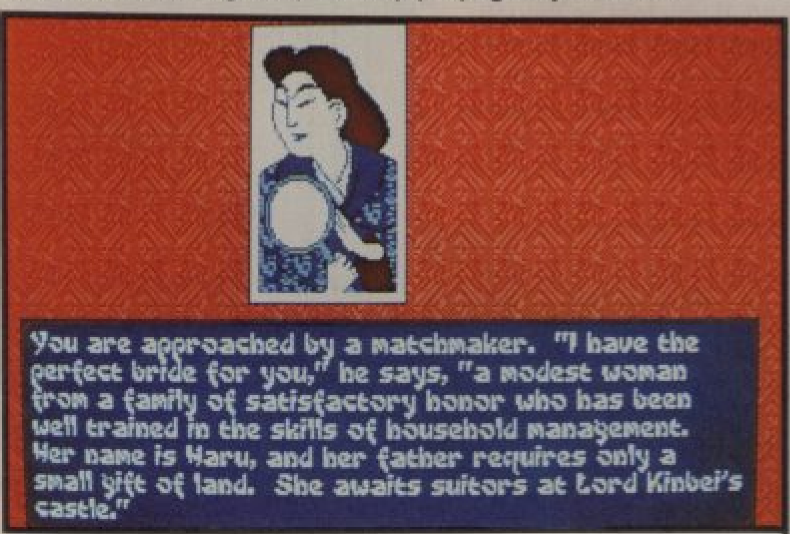

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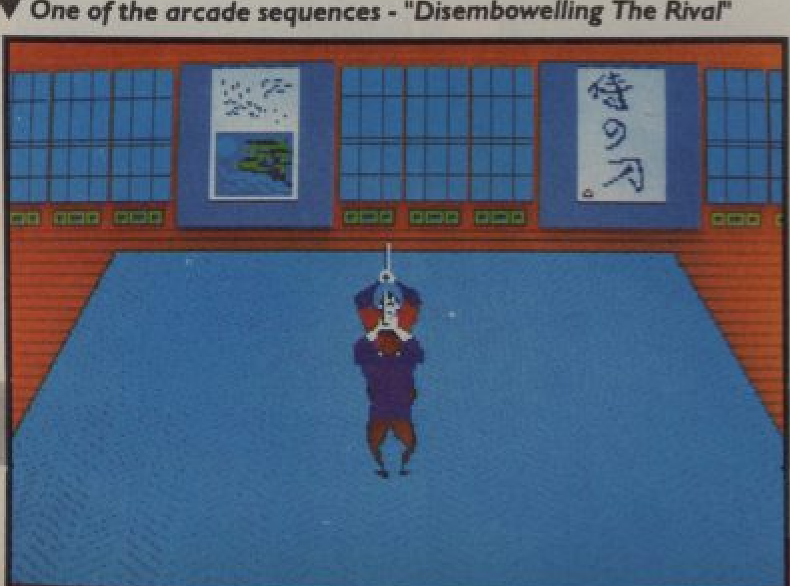

# SAMURAI

## BY MICROPROSE

▼ *You'll be needing a wife to help propagate your clan.*




▼ *One of the arcade sequences - "Disembowelling The Rival"*



Microprose's latest simulation/strategy game is set in early feudal Japan, rich pickings for programmers recently. As you'd expect from Microprose, it's reinforced with a glossy 100-page manual details most aspects of Samurai life and tells you how to play the game.

If you don't wish to practice some of the arcade elements first, you take the role of a warrior, align yourself to a clan and enter the game proper at one of four skill levels. Play mostly takes the form of a series of written choices, broken up by action sequences: for example, if you choose the travel option at the start, you enter a map screen, choose a location, access it and face another set of choices.

It's vital that you make correct decisions, as entering combat too soon can end the game quickly. Your ultimate objective is to gain enough land, honour, army strength and other qualities to become the clan daimyo (leader).

**UPDATE**
*Other 16 bit versions are due, but no concrete details are available as yet.*

**PC**
**£29.99**

*Sword of the Samurai is like an expanded Lords of the Rising Sun: more complex, more reliant on strategic skills and, in the end, more rewarding. It contains so many aspects - exploration, conquest, training, the acquisition of honour, marriage, appeasement - that it's bewildering to begin with, and very easy to snuff it. It doesn't help that, without a hard disk, there's so much disk swapping and access time but, as the game reminds you, "the tranquil mind eschews impatience". Graphically it's poor: the CGA mode is probably better than EGA and VGA because it's more successful at what it does: all modes are blocky and poorly animated, however. Sonically, the game supports an AdLib sound board or a Roland MT-32 Midi board - neither of which my PC has, so I can't comment. Samurai is well worth persevering with: it's just a shame that the graphics and presentation couldn't have matched the depth and subtlety of the gameplay.*

*GORDON HOUGHTON*

| | |
|---|---|
| GRAPHICS | 49% |
| SOUND | n/a |
| VALUE | 84% |
| PLAYABILITY | 80% |
| OVERALL | 81% |




▲ *That yellow and white block won't do you any good there.*




▲ *As time goes on, spacers shove the blocks ever upward.*

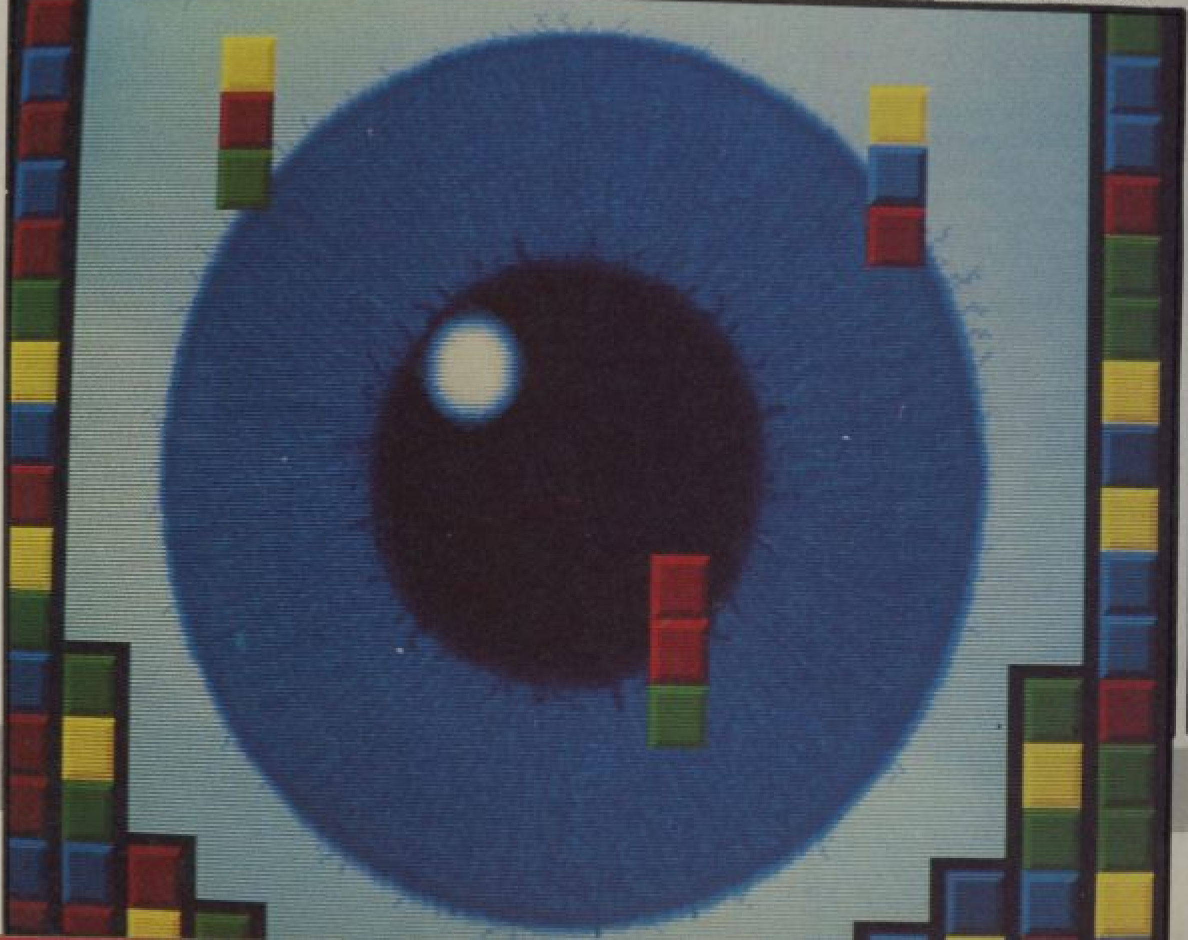
# COLORIS

## BY AVESOFT

Tetris is widely regarded as THE addictive computer game. It's available on almost every popular format imaginable, and it keeps thousands of people engrossed for hours on end. Not bad for something that originally came from Russia!

So it was only a matter of time before someone came up with a game along similar lines. Finnish software house Avesoft have produced Coloris, which differs from Tetris in one important aspect. For, instead of linking shapes together to form unbroken lines, the idea is to match colours to keep those blocks at bay and rack up the points. If the blocks reach the top of the playing area, then you lose and the game ends. And, if you feel as though you're really soopa at linking those hues, you can try your hand at the time trial game which gives you a limited amount of time in which to score as much as possible.

▼ *Look out for Coloris. It'll be looking out for you...*



**UPDATE**

***Those funky Avesoft programmers are beavering away like, well, beavers to put Coloris onto PC and C64 within the next few weeks, with other versions appearing in the fullness of time, so we're told.***

**AMIGA**
**£24.99**

*Where Tetris is immediately playable, Coloris isn't as blatantly obvious and you need to read the manual before even attempting to get anywhere. The colour-matching gives the game some originality (even though it is, in all other respects, a Tetris "clone") and, like that multi-format classic, is very addictive. Not quite as enjoyable as Tetris, but the ideal game for the 0.02% of the population who want a puzzle game which is a bit more complex.*

***PAUL RAND***

| | |
|---|---|
| GRAPHICS | 72% |
| SOUND | 76% |
| VALUE | 85% |
| PLAYABILITY | 85% |
| **OVERALL** | **83%** |

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| SHOOT EM UP CONS. KIT | 19.90 | 16.75 | — | — |
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|---|---|---|
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| PRECIOUS METAL – Arkanoid 2, Captain Blood, Crazy Cars, Xenon | 16.75 | 16.75 |
| PREMIER COLLECTION 1 – Exolon, Nebulus, Netherworld, Zynaps | 19.90 | 19.90 |
| PREMIER COLLECTION 2 – Backlash, Custodian, Eliminator, Mercernary | 19.90 | 19.90 |
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| WINNERS – Blasteroids, Impossible Mission 2, Led Storm, Thunderblade | 13.75 | 13.75 |

### SEGA GAMES

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|---|---|---|---|
| AFTERBURNER | 21.95 | MISSILE DEFENCE 3D | 21.95 |
| ALEX KIDD (LOST STARS) | 21.95 | MONOPOLY | 26.50 |
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| FANTASY ZONE 2 | 21.95 | SHOOTING GALLERY (Light Ph.) | 20.50 |
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|---|---|---|---|
| SEGA MASTER SYSTEM | 77.90 | LIGHT PHASER | 26.90 |
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▲ *After taking out your compadre, the German tank lines up his gun on you!*

# CONQUEROR

## BY RAINBOW ARTS

Conqueror is a conversion of David Braben's 3D tank combat game which caused quite a stir among Archimedes owners a year or two back. It's made up of three separate games, each with ten levels of difficulty.

▼ *Directing traffic. Capture the ringed area and defend it to win.*




The arcade game pits your lone tank against waves of increasingly tougher enemy tanks. Each tank destroyed earns you points based on it's strength, and as your score increases your tank automatically upgrades itself.

In Attrition, you get a force of two light, two medium and one heavy tank (all of which are modeled on real WW2 tanks) with which you have to destroy an ever-increasing enemy force. While you take control of one of the four, you can send the others trundling off to their own destinations, doing battle with any tanks they run into.

The third game concentrates much more on strategy. At the start of each round you buy tanks to make up your force, then set out to take possession of an area of land and defend it for a minute. To help out, you can forfeit points to call up a spotter plane (to pinpoint the positions of enemy tanks) or a remote artillery barrage (to blow 'em up).

**UPDATE**

*A PC version is out with the Amiga and ST versions and costs 24.99.*

**ST**
**£19.99**

*The Amiga version was ported across from the ST version, so there aren't any differences apart from a marginally faster frame update.*

**OVERALL 80%**

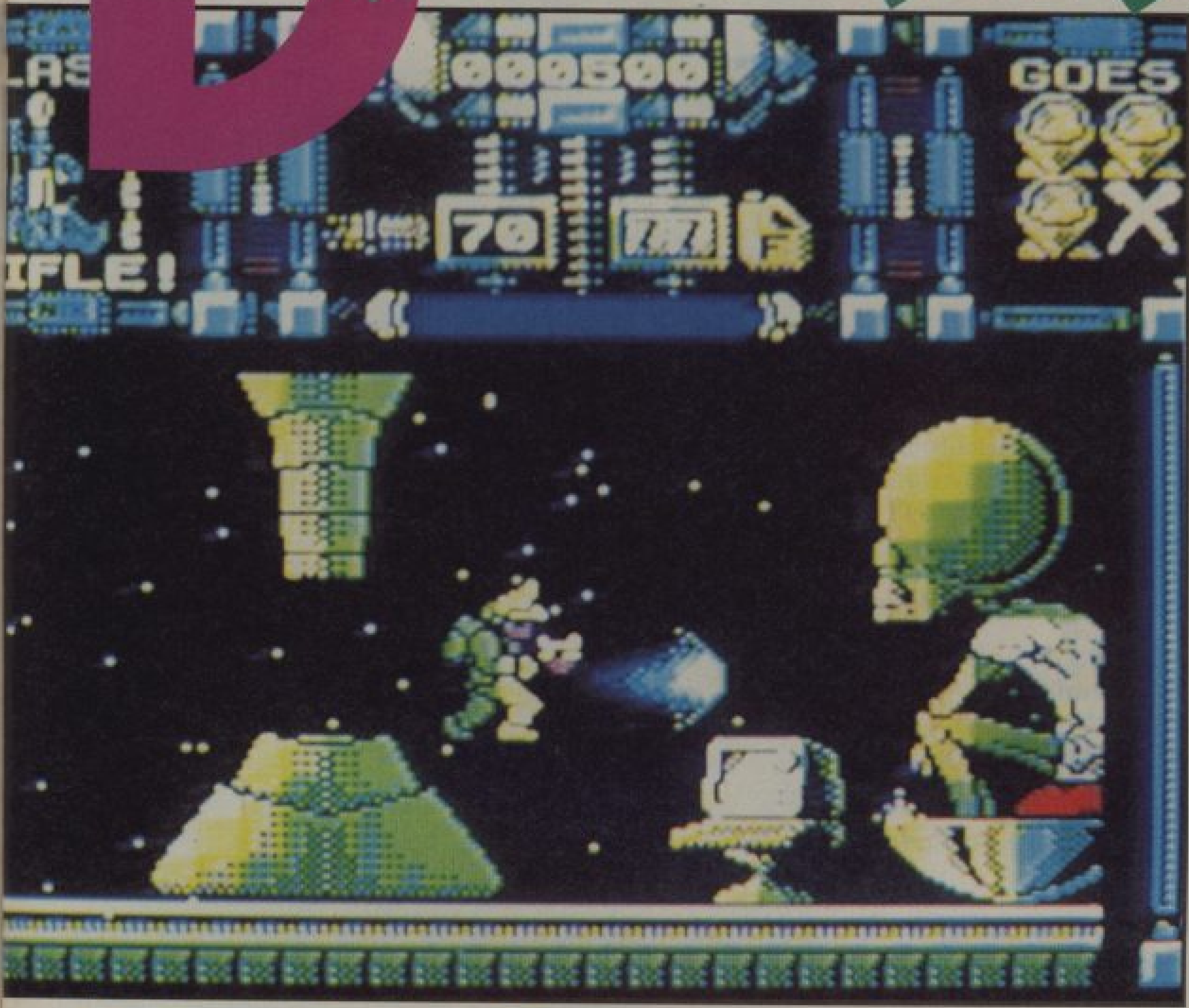
**AMIGA**
**£24.99**

*Conqueror certainly looks great, and has obviously had a lot of thought put into it's design and implementation, but it does have a couple of flaws. The main niggle is that the tank graphic is so dinky that it's often unclear exactly where your gun is pointing. Consequently, the fast-moving arcade game (in which rapid and accurate aiming is essential) is so difficult that it's hardly worth playing. In the strategy games the enemy forces are more spread out, so the action is more subdued and much easier to get to grips with. Anyone whose tastes are slightly more thinking than blasting will enjoy Conqueror. Others should attempt a recce mission before committing the defense budget.*

*PAUL GLANCEY*

| | |
|---|---|
| GRAPHICS | 83% |
| SOUND | 35% |
| VALUE | 80% |
| PLAYABILITY | 81% |
| OVERALL | 80% |

# DAN DARE III




▲ *Blimey! Is this old Green Bonce himself?*

## BY VIRGIN/MASTERTRONIC

Having defeated the evil Mekon in his previous two exploits, Dan faces the Big Greenie once again - only this time, the Mekon has got wise.

Dan's basic aim is to collect enough fuel to escape the Treens' domain, but the only way he can travel between levels is via a teleport. And who's got the teleport key? The Mekon. Or rather, giant holographic images of the Mekon, which act as end-of-level guardians to defy daring Daniel: the bogey-coloured alien chief is too cowardly to fight Dan in straight combat.

Our hero flies around in a jet-pack, armed with a trusty three-level plasma gun to kick alien ass: contact with baddies drains his energy. If he accesses a terminal, however, he can buy more goodies, from extra lives to a smart bomb. Once he's plundered a level of its objects, daring Daniel travels to the next via a Master of the Lamps-style fly-through-the-squares teleport system.

▼ *Don't stray from the squares in the teleport sequence!*




### UPDATE

***Dan Dare III is also available on the Amstrad, selling for £9.99 (£14.99 disk). 16 bit versions are "iffy but possible", and won't appear until much later, if at all.***

### C64
### £9.99

*The graphics and sound are great, and the gameplay is very addictive in the short term. The only trouble is, like the Spectrum version, it lacks long-lasting appeal.*

**OVERALL 79%**

### SPECTRUM
### £9.99

***The only thing wrong with Dan Dare III is its simplicity. The graphics are among the best I've seen on the Spectrum - very colourful, with some superb explosions and neat animation - and the sound is OK, basic effects mixed with occasional jingles. Some of the aliens (apart from the inflated Mekon) don't look very Dan Dare-ish, varying from bug-eyed fish to misshapen armoured blobs - but that doesn't detract from the game's appeal. The gameplay itself, though, is pretty basic, like its immediate predecessor: shoot baddies, collect fuel and weapons, and defeat the Mekon to finish the level. Dan Dare III is full of nice touches, and is worth a look just for the graphics - it offers plenty of short-term fun but doesn't have the depth to keep you playing for weeks.***

***GORDON HOUGHTON***

| | |
|---|---|
| GRAPHICS | 94% |
| SOUND | 79% |
| VALUE | 80% |
| PLAYABILITY | 86% |
| OVERALL | 83% |

# THE ME

There are two celebrations this month - the 100th issue of C+VG, and US Gold's 5th birthday! And in way of celebration, we've both got together to bring you this massive megacomp!

On the front of the issue, you must have noticed by now, is your own personal Megacomp Number. This month - and next month - we're printing winning numbers inside the issue. If your Megacomp Number matches one of those inside the mag, you're a winner!

. The catch is that the numbers are in code! To get the real winning number you've got to crack the code by using the special code cracking formula. It's pretty easy, so just read on and follow the instructions.

## HOW TO CRACK THE CODE

First of all grab a pencil and some paper - and a calculator if you don't think your brain can cope with some simple addition sums. Now, write the following numbers across the top of the paper drawing a line down the page between each one:

**1 2 4 8 16 32 64 128 256 512 1024 2048 4096 8192 16384 32768 65536 131072**

Now you've got your Code Cracker! To convert the code number to a proper number, enter the code number underneath it, putting one number in each column like the example below. Then all you've got to do is add together the numbers that have a 1 underneath them and the proper number is revealed! Now you can see whether it matches your personal Megacomp Number.

Still confused? Well, let's take an example. We're using the first T-shirt number:

**You put the code in like this...**

| 1 | 2 | 4 | 8 | 16 | 32 | 64 | 128 | 256 | 512 | 1024 | 2048 | 4096 | 8192 | 16384 | 32768 | 65536 | 131072 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 0 | 1 | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 0 | 1 |

Now add up those numbers with 1 under them, so that's
**2+16+128+2048+16384+131072**

And that equals... er... **149650**.

So if you have that number on the front of the magazine, you can claim for your prize by following the steps below. But before we get to that, here are more winning numbers!!

# WINNING NUMBERS!

**WINS A PC ENGINE**
**000100000001011110**

**WINS A PC ENGINE**
**100110101101101101**

**WINS A PC ENGINE**
**100001000100000001**

**WINS A PC ENGINE**
**010101101000010001**

**WINS A PC ENGINE**
**111111010001111110**

# EGACOMP

## ALL THESE WIN US GOLD MUGS

1001001000010001001
0101001000010001001
0011001000010001001
0001001000010001001
0000101000010001001
0000011000010001001
0000001000010001001
0000000100010001001
0000000010010001001
0000000001001000101
0000000000101000101

## ALL WIN US GOLD T SHIRTS

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111111011000100001
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001010010001001001
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000010010001001001
000000010001001001
011111111100011110
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We'll be printing the rest of the winning numbers next month - so make sure you don't miss the next issue. If you didn't win this month, you never know, the number on the cover of this issue could win you one of **5 PC ENGINES**, or even that amazing **TURBO OUTRUN COIN-OP!!!**

## ALL THESE WIN SPECIAL US GOLD POSTERS

100010001000101110
100001001000101110
100000011000101110
100000001000101110
100000000100101110
100000000010101110
100000000001101110
10U000000000101110
100000000000001110
110000000000101110

## HOW TO CLAIM YOUR PRIZE

If you've got a winning number and want to claim your prize, send the **ENTIRE MAGAZINE COVER** along with your name and address to: **C+VG MEGACOMP CLAIMS, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.** Please state which prize you're claiming for - if it's a valuable one, we suggest that you send the cover by recorded delivery.

Any incomplete, torn, disfigured or otherwise mutilated numbers will be disqualified from the competition. C+VG accept no responsibility for entries lost or mutilated in the post. The Editor's decision is final, and no correspondence shall be entered into.

Not to be confused with the 1986 coin-op (which Elite converted to home computers), Space Harrier II is in fact a conversion of the Sega Megadrive game which was released when the machine was launched at the beginning of last year.

It's basically very similar to the coin-op original, with the player taking control of a jet-packing, laser-toting hero on a mission to liberate the Fantasy Zone from alien occupation.

There are twelve different areas to fly through, each one swarming with aliens which must be dodged or blasted. At the end of each zone is a big mother alien - destroy it and you can move on to the next area. When all of them have been dispatched, the Fantasy Zone is free.




▲ *Yike! A triple-headed turtle greets you at the end of level one.*

# SPACE HARRIER II

BY GRANDSLAM

▼ *Teque's graphic artists have certainly produced some pretty sprites, of which these robots are a good example.*




## UPDATE

*Amiga, Amstrad and C64 versions should all be available by the time you read this. They're all looking very promising - but bear the above criticisms in mind if you're thinking of buying them.*

## SPECTRUM £9.99

*Space Harrier II is a very well-programmed, good looking and playable game, but suffers the same problems as the ST version - it's just much too similar to the original game which you can now get for only £2.99.*

**OVERALL 77%**

## ST £19.99

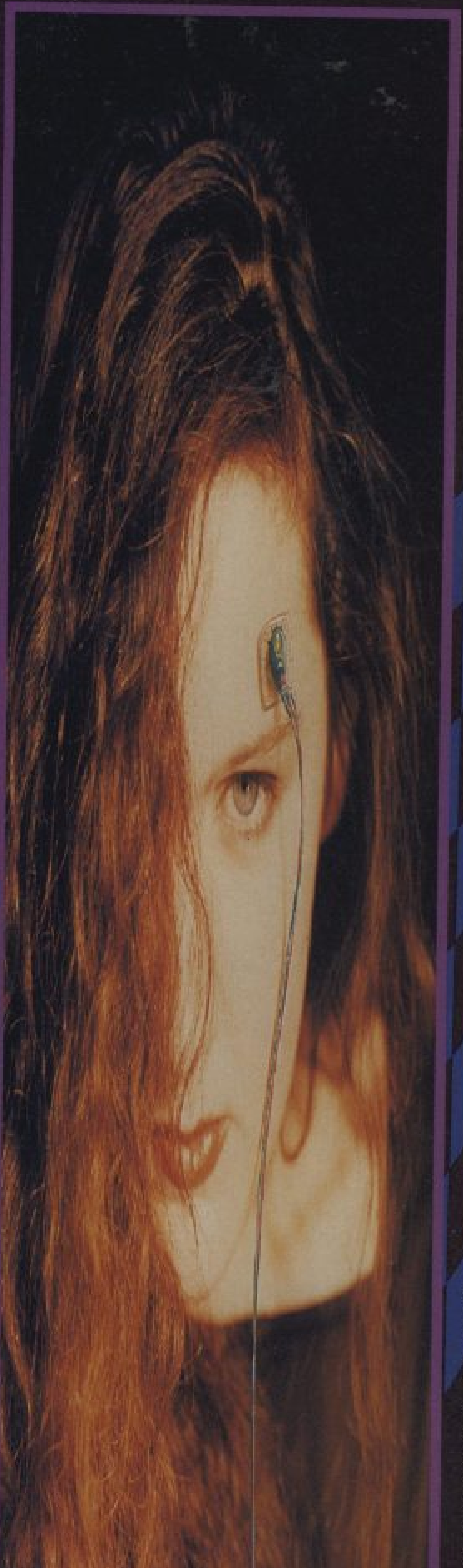
*Although Space Harrier II is a very slick and faithful conversion of the Megadrive game, featuring colourful, fast and smooth 3D graphics and decent sounds, it doesn't really have anything new to offer. Okay, so you've got a new set of aliens to blast, but really it's just the same as the previous game. Still, if you can't get enough of Space Harrier, or missed out on the original, this is about the best version you're likely to see on the ST.*

**JULIAN RIGNALL**

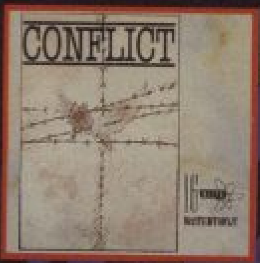
| | |
|---|---|
| GRAPHICS | 88% |
| SOUND | 87% |
| VALUE | 67% |
| PLAYABILITY | 78% |

**OVERALL 78%**

# CEREBRAL SOFTWARE



"As the disk loaded, I felt drawn into different reality, an alternative world where I assumed the identity of another"






## CONFLICT

**The Middle East Political Simulation**

**IBM PC • COMING SOON - Amiga • Atari ST**

The Middle East Today is as unstable and dangerous as at any time since the Crusades. The superpowers encourage their 'fighting cocks' and try out military gadgets in the best of conditions. It is the potential cradle of World War III. CONFLICT puts you in a world where military and economic forces combine to simulate the multiple pressures that a national leader is under in a modern nation state. Your aim: to force the collapse of all four neighbouring governments. A frightening and highly realistic wargame.






## HUNTER KILLER

**Amiga • Atari ST**

Experience the reality of commanding an American WWII combat submarine in the South Pacific. Master the controls of your vessel, then embark on a series of missions - from 'search and destroy' sorties to detailed escort duties modelled on real WWII campaigns. With eleven different submarines, fourteen separate missions to attempt, at a range of difficulty levels as well as practise patrols that take place during the day or at night, HUNTER KILLER has a host of features that outclass any other submarine simulation.






## GRIMBLOOD

**Amiga • Atari ST**

Place yourself deep within the walls of Castle Grimblood, here lurks a murderer, who is preying on those who live by and keep the rituals. You as the young Earl, Maximus, must uncover the terrible secret in order that he can unlock the chains of timeless obedience to the rituals of the castle and gain his freedom. If you fail you are certain to fall victim yourself to the stalking assassins knife...
A gothic whodunnit, written by Mike Singleton, featuring digitised sound and graphics and promising a different game every load!

# £4.99

16 BLITZ

MASTERTRONIC

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Screenshots may be taken from a different version.

# CRAZY CONSOLE

**It's finally happened - the Yanks have gone console crazy. John Cook reports back from the massive Las Vegas CES show, the American equivalent of our PC Show, where floppy discs seem like an endangered species...**

## MONEY, MONEY, MONEY...

In 1989, the American consumers spent an estimated £26 billion on tellies, videos, cameras, hi-fi, assorted electrical paraphernalia and, of course computers and computer games.

How much do they spend on computer games? On floppy based games, it's thought about £200 million - which sounds like quite a lot, doesn't it. But how much do you think they spent on Nintendo consoles, software and peripherals? Hold on to your hat, buddy boy - a cool £1.7 Billion pounds. That's right guy, 1.7 Billion smackeroonies.

Other videogame products (the term now used for consoles) didn't do too badly, with about £400 million going over the counter.

Now surprisingly, this huge dominance of ROM cartridge-based products reflected itself in the massive amount of show floor space devoted to it. You could have easily got lost on the Nintendo stand, which consisted of over 40 separate booths for each of the publishers Nintendo allows to sell Nintendo carts - as well as Nintendo's own vast bit in the middle.

## N-N-N-NINTENDO

A whole bunch of new games were on show for the first time, with Nintendo promising around 40-50 new releases in the next six months. And with about 22 million Nintendo owners in the US to grab them up, don't expect too many of them to be left on the shelves.

Two UK sourced products did stand out - the game Pipe Dream (called Pipe Mania in the UK and given a C+VG Hit last month) programmed in the US but dreamed up by Bristol coders, Assembly Line, and Solstice which was designed and programmed by Manchester based Software Creations.

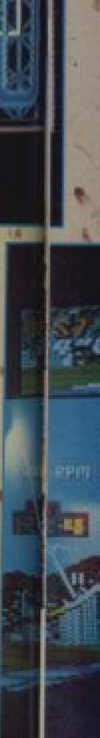
Pipe Dream loses none of its addictiveness on Nintendo, while Solstice



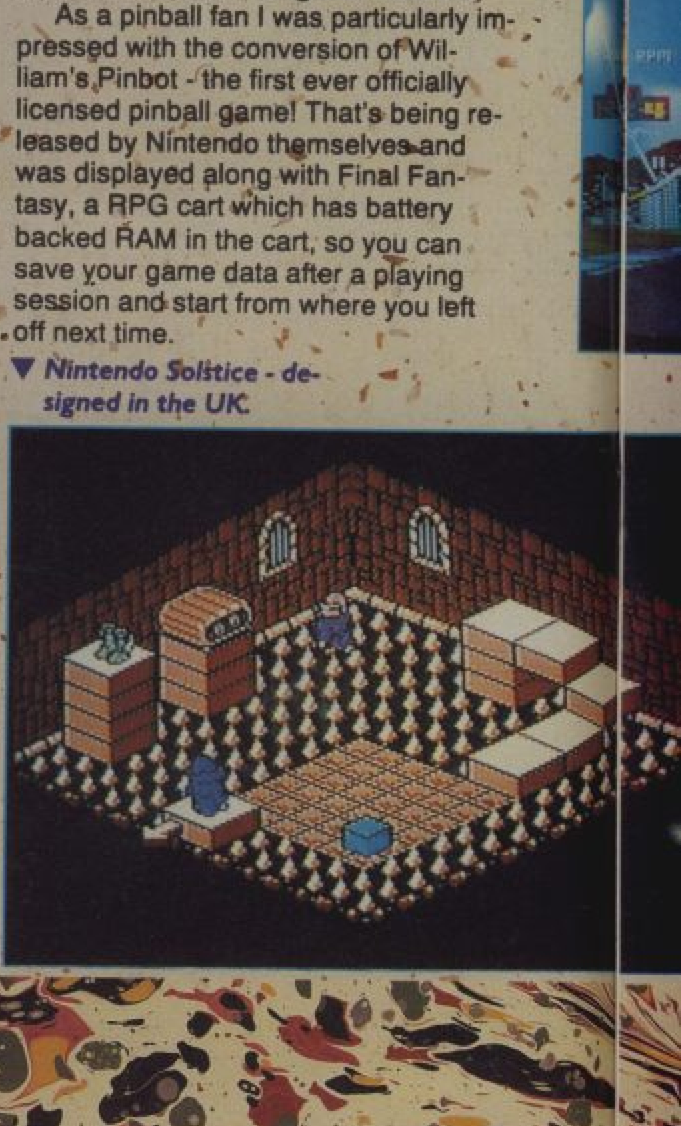

▲ *Remember Pipemania? Here's the Nintendo version!*

seems to be one of the first Nintendo games to use a "Knight Lore" style of isometric 3D, with a dash of magic potion stuff thrown in for good measure,

As a pinball fan I was particularly impressed with the conversion of William's Pinbot - the first ever officially licensed pinball game! That's being released by Nintendo themselves and was displayed along with Final Fantasy, a RPG cart which has battery backed RAM in the cart, so you can save your game data after a playing session and start from where you left off next time.



▼ *Nintendo Solstice - designed in the UK.*



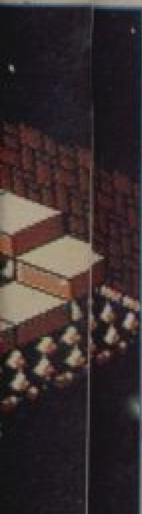
# CES

## ENGINE DELIGHTS

Still, when it comes to sheer gosh-wow-ness, the Nintendo comes a poor second to the PC Engine (known as the TurboGrafx-16 in the USA) and the Sega MegaDrive (alias the Genesis), both of which were in very strong evidence.

There were a whole pile of new games on display on the show floor - many looking very impressive indeed. Again, my favourite was a great pinball simulation called Alien Crush, but there were loads of other games - mostly shoot 'em ups. It was nice to see the odd sports sim though (like Power Golf - very neat) and a strategy game called Military Madness.





▼ *Super Monaco GP - on the Megadrive!?! Freee-oww!*




## GAMES BEYOND BELIEF

NEC (the makers of the Engine) were particularly proud of the CD Drive that fixes onto the console. There were a couple of finished games on show - Wonder Boy in Monster Lair with a funky sound-track for one - but most remarkable was the demo of It Came From The Desert from Cinemaware.

Cinemaware have taken live action video footage and stored it on the CD along with the game code and computer graphics of the original game. Now when you play the game and interrogate the inhabitants of Lizard breath, you get a real actor up on the screen (superimposed over computer graphics) conversing with you. Impressive or what? Cinemaware are also going to be converting all its TV Sports series to PC Engine too.

Most exciting of all, however, was the hand-held PC Engine that was showed to developers behind closed doors. This compact unit was fully operational, working with normal PC Engine carts, in full colour!

## HAND-HELD ENGINE

The screen was about three inches across (with a 400x270 resolution) and, boy, did it look good - with it doubling as a TV if you have an optional tuner plugged in.

Stunning wasn't the word and many of the audience were visibly gob-smacked. The bad news? No price announcement, no launch date and the battery life at present is only three hours. Obviously that is something that is going to have to be worked on before official launch - but the fact that there is another colour hand-held coming (and one that already has a solid and growing software base) must make Atari furious - and make its claim of selling a million Lynxes this year ever more unlikely.




▲ *Phantasy Star II - a Super RPG on the Megadrive.*

## SEGA MEGASTUFF

Sega put on a fine show and were telling everyone they meant real business by cutting the Master System to $70 - the same price as the Nintendo for a machine with a better specification.

But it was the Genesis that they see as being a real Nintendo beater, and it was that machine that was given prominence.




▲ *More than just a ghetto-blaster. Have you ever seen so many knobs and lights?*

Sega have a strong series of coin-op hits to draw on and they are now taking full advantage of their arcade back catalogue by converting games like Super Monaco Grand Prix, Golden Axe and Cyber Police.

Games like this really show off the superior power of the Genesis, showing that it's capable of out-performing even the PC Engine. They also have their share of class licences coming up, like Moonwalker (featuring our Michael) and Dick Tracey (soon to be a block-buster movie with Warren Beatty and Madonna). With over 350,000 units now sold in the USA, Sega are being very bullish about the prospects for the rest of this year.

# CONSOLE CRAZY CES

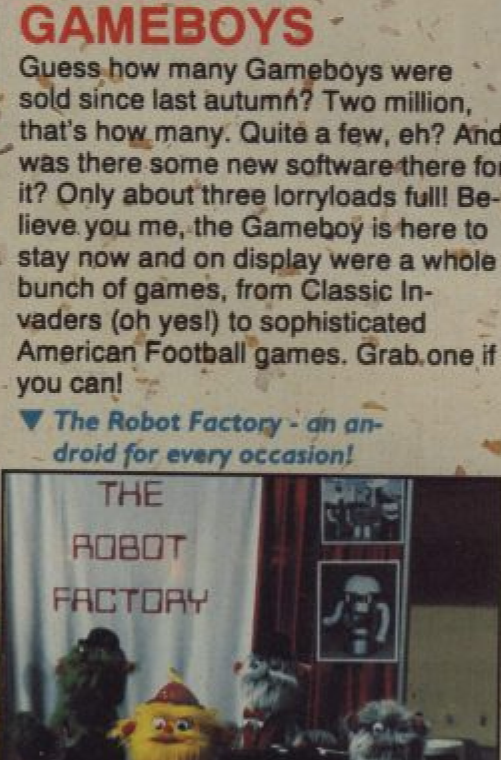


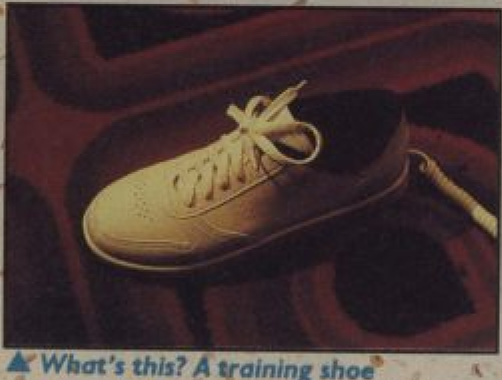
▲ It's a telephone for those calls on the move. Frankly, we're not sole-d on the idea.

## A ZILLION GAMEBOYS

Guess how many Gameboys were sold since last autumn? Two million, that's how many. Quite a few, eh? And was there some new software there for it? Only about three lorryloads full! Believe you me, the Gameboy is here to stay now and on display were a whole bunch of games, from Classic Invaders (oh yes!) to sophisticated American Football games. Grab one if you can!

▼ The Robot Factory - an android for every occasion!



▲ What's this? A training shoe on a wire?

## SEEDY AMIGA

Taking about grabbing hardware - how about an Amiga with a CD-Rom drive? Well, if all the rumours are true, behind firmly closed doors, Commodore were showing a version of the A500 with no keyboard, but a CD Drive. What's special about a CD Drive? Well, you can get about 600 MegaBytes of Data on a single CD. That's about 700 normal floppies. No more memory problems for developers, which means unlimited graphics, unlimited sound, unlimited program. Whether programmers take advantage of this hardware leap remains to be seen - and naturally Commodore is still officially keeping the machine firmly under wraps.

## AND FINALLY...

The CES always throws up the odd silliness and this occasion was no exception. Las Vegas is daft enough as it is - the newest hotel, the Mirage, regularly sets light to a huge fountain in front of the place in order to attract the attention of the punters - but the daftest thing on display at the show must have been the New Age walkman, which fills your ears with enlightening music and flashes soothing patterns into your brain. Crazy maaannnn! If only it was Nintendo compatible.....

▼ A promotional red blob. Still, he seems happy enough.





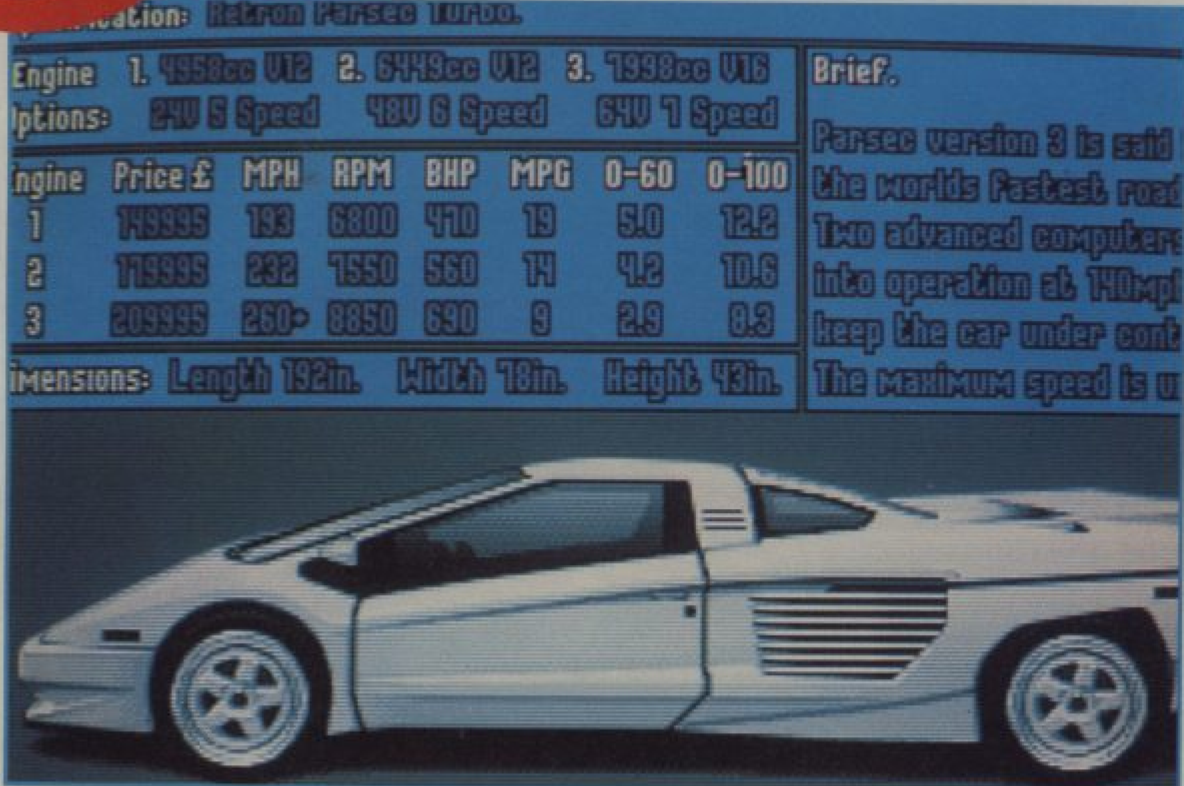
ALL THESE SPECTACULAR HITS IN A SPECIAL PACK!
IT'S GOTTA BE...
THE BIZ
BATMAN THE CAPED CRUSADER
"Believe me this is brilliant, a finely-honed arcade adventure which is the best comic licence ever – you'd be batty to miss it." CRASH SMASH.
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BATMAN
THE CAPED CRUSADER
R-TYPE
"Here at S.U. we think it's about as close to an ultimate space blast as anyone will ever get. Fab." SINCLAIR USER.
© IREM CORP 1987.
SIZZLER
A CRASH Smash
R-TYPE
OPERATION WOLF
"What more could anyone ask for in a shoot-em-up. Operation Wolf, simply is The Business." CRASH SMASH.
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DOUBLE DRAGON
"Skillfull programming has taken the superb graphics and addictive game play of the monster arcade hit and faithfully reproduced it on the home computer."
OPERATION WOLF
RESCUE THE HOSTAGES !
AA RAVE
C+VG HIT!
DOUBLE DRAGON
DOUBLE DRAGON CREDITS 2
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# REVIEW ▶ AMIGA

# SUPER CARS

BY GREMLIN

▼ *The Retron Parsec Turbo is the hottest car money - a lot of money - can buy.*




Super Cars offers you more revs than the Church of England, and has a much greater fun factor for racing aficionados. It's like a cross between Super Sprint and the PC Engine game, Moto Roader: customise your car (you actually get a choice of three), wait for the green light and you're off!

The action begins with eight races in Class One: finish all of those and it's onto Class Two. Each race places you last on the starting grid with an increasing number of cars ahead of you (at first, just four). The object is to overtake them within a set number of laps and cross the finish line first. Simple, eh?




▲ *Tooling up in the garage.*

▼ *Aggressive driving or what?*




Things are complicated by the fact that the screen scrolls with you - so that you're never quite sure what's coming next - and by the way you drive. Skid too often and your tyres wear down; similarly, you can run out of fuel, burn up the engine or ruin the bodywork in collisions.

Win a race and you gain cash to buy customised parts; ruin your car and it's toodlepip to dreams of glory... for this season, anyway.

## UPDATE

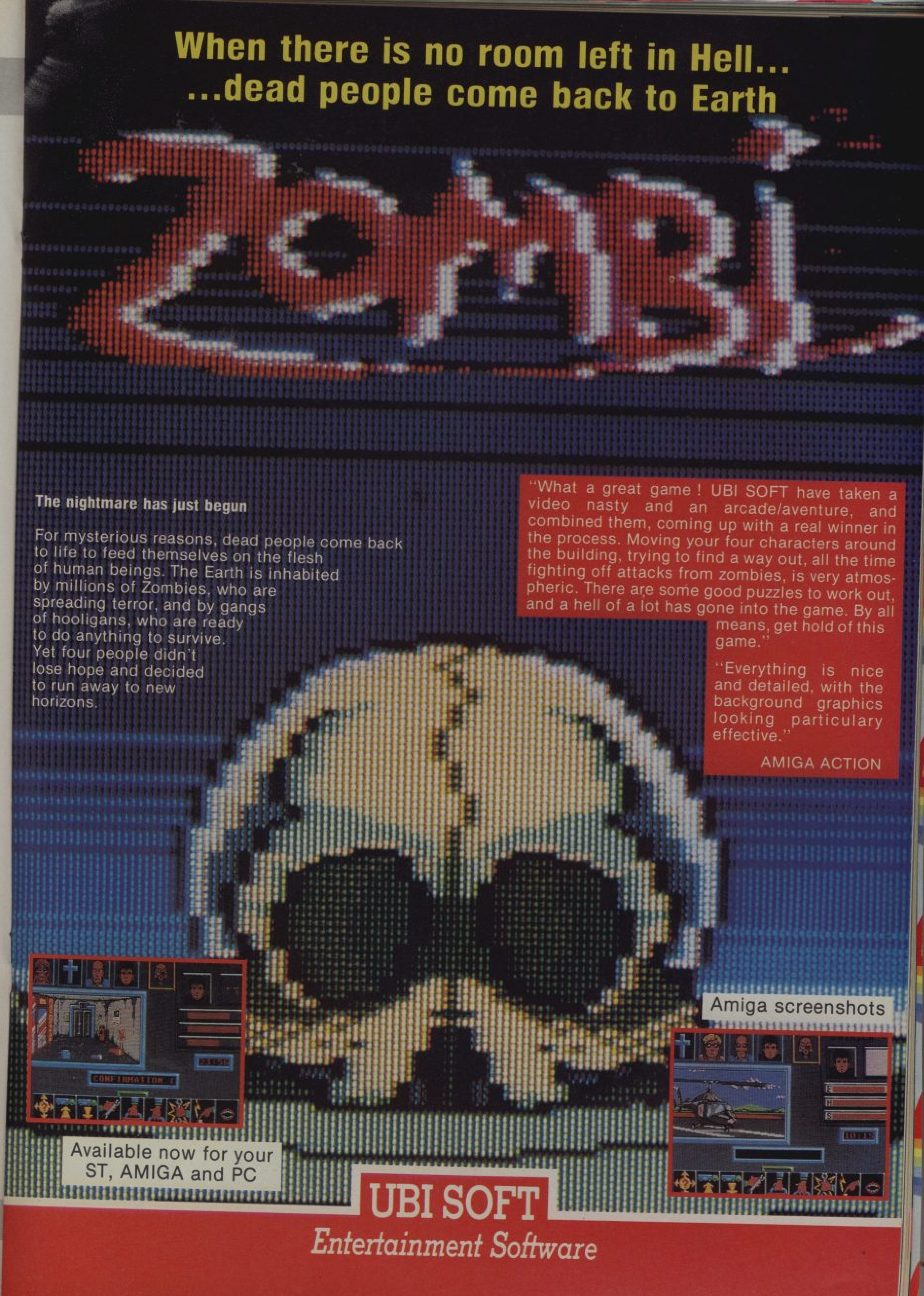
*Gremlin intends to release an ST version (£19.99) at the same time as the Amiga, but no plans are afoot for any other formats.*

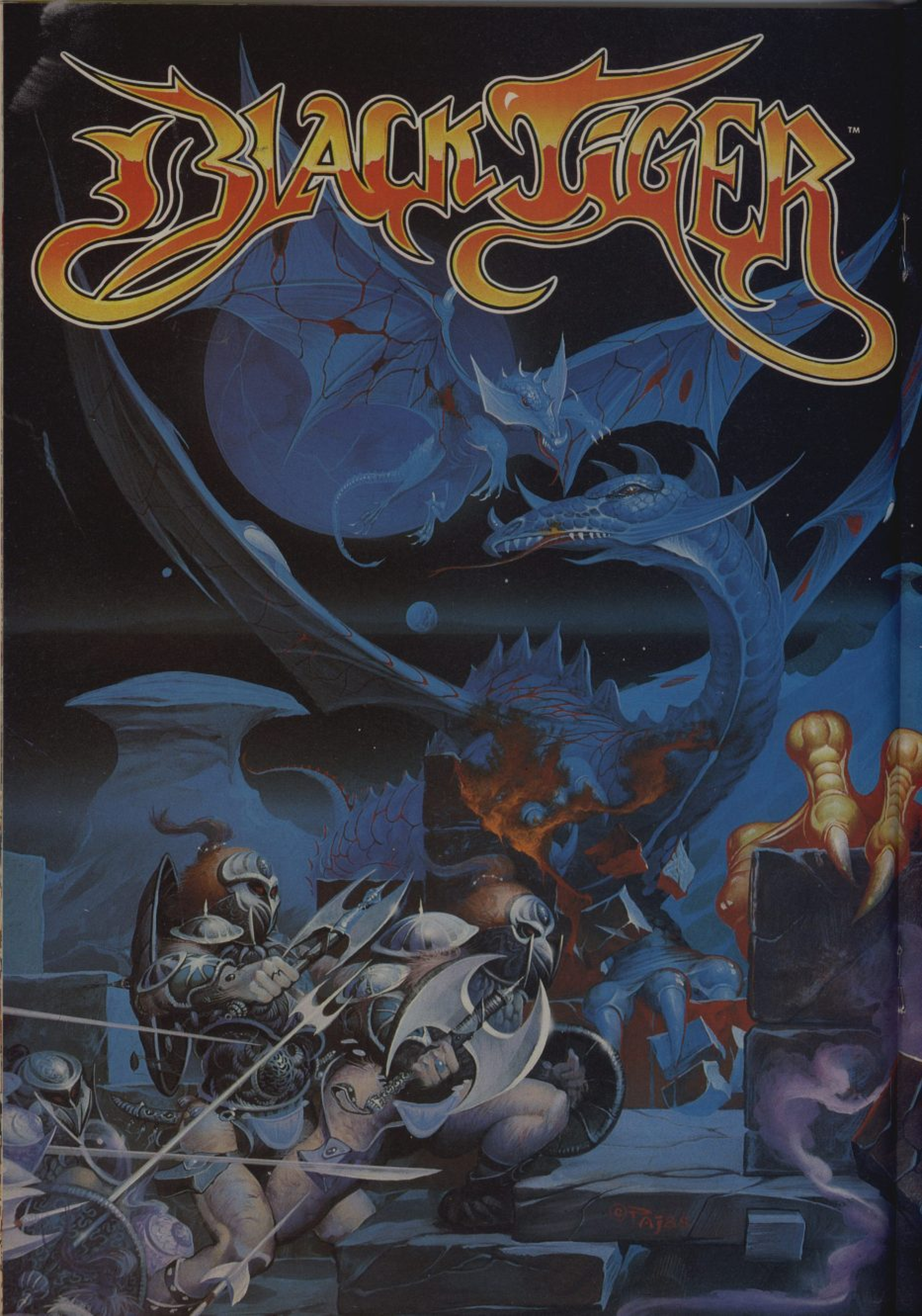
## AMIGA £19.99

*There are too few Super Sprint style games on 16 bit: Super Cars offers an alternative. The graphics are a mite disappointing - the background scenery is imaginative but the cars lack detail and the scrolling is a little jerky; the sound, however, is better: apart from the standard revs and squeals, there's a punchy soundtrack during races. Special mention should be made of the presentation: the graphic sequences and repair/custom options in the garage add plenty of much-needed spice. The action is too easy in the first Class, but luckily there's a password system to help you skip stages you've conquered. In later Classes you encounter some very tough opponents who cut corners, drive mean cars and punish poor driving; but this difficulty is all the game relies on for long-term playability, and the gameplay isn't varied enough to be addictive for a solitary player. Worth a look, but don't expect fireworks.*

***GORDON HOUGHTON***

| | |
|---|---|
| GRAPHICS | 70% |
| SOUND | 77% |
| VALUE | 82% |
| PLAYABILITY | 80% |
| OVERALL | 79% |


When there is no room left in Hell...
...dead people come back to Earth
The nightmare has just begun
For mysterious reasons, dead people come back to life to feed themselves on the flesh of human beings. The Earth is inhabited by millions of Zombies, who are spreading terror, and by gangs of hooligans, who are ready to do anything to survive. Yet four people didn't lose hope and decided to run away to new horizons.
"What a great game ! UBI SOFT have taken a video nasty and an arcade/aventure, and combined them, coming up with a real winner in the process. Moving your four characters around the building, trying to find a way out, all the time fighting off attacks from zombies, is very atmospheric. There are some good puzzles to work out, and a hell of a lot has gone into the game. By all means, get hold of this game."
"Everything is nice and detailed, with the background graphics looking particulary effective."
AMIGA ACTION
Amiga screenshots
Available now for your ST, AMIGA and PC
UBI SOFT
Entertainment Software

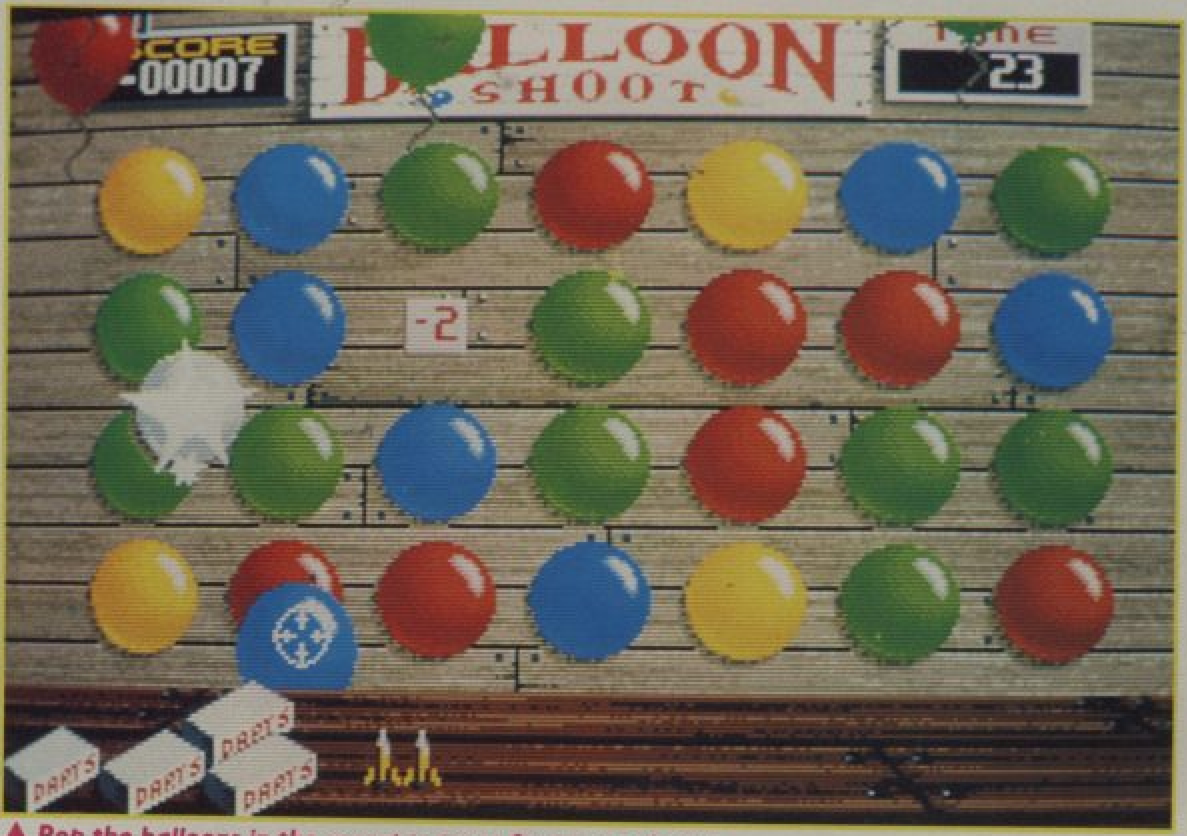

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PSYCHO FOX £24.95
BASKETBALL NIGHTMARE £24.95
GOLDEN AXE £29.95
DYNAMITE DUX £24.95
OK? DO US A FAVOUR. PLUG ME INTO A SEGA
GHOSTBUSTERS £27.95
8 new! games
"DO ME A FAVOUR...
PLUG ME INTO A SEGA"
SEGA FROM Virgin




▲ *Pop the balloons in the secret pattern for a mega bonus.*

# SIDESHOW

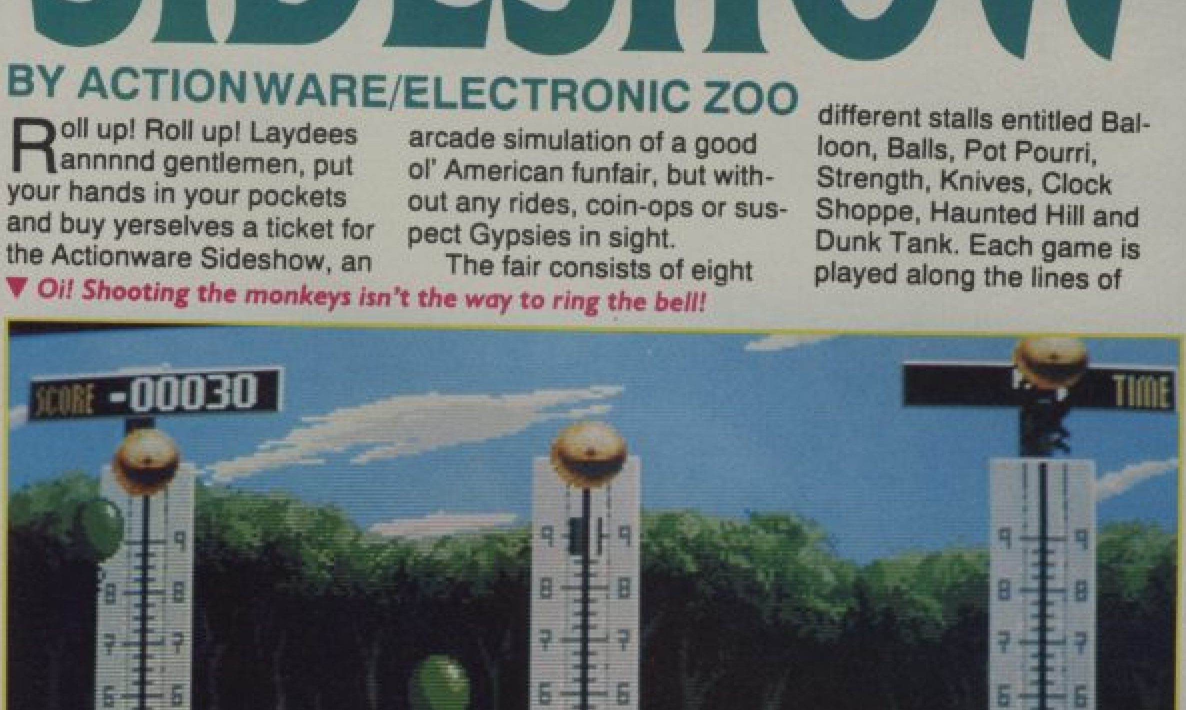
## BY ACTIONWARE/ELECTRONIC ZOO

Roll up! Roll up! Laydees annnnd gentlemen, put your hands in your pockets and buy yerselves a ticket for the Actionware Sideshow, an arcade simulation of a good ol' American funfair, but without any rides, coin-ops or suspect Gypsies in sight.

The fair consists of eight different stalls entitled Balloon, Balls, Pot Pourri, Strength, Knives, Clock Shoppe, Haunted Hill and Dunk Tank. Each game is played along the lines of everyone's favourite fairground pastime which isn't throwing pounds away in the arcade or throwing your lunch away on the rides, but shooting various objects with a gun. Using either the mouse or Actionware's own lightgun, you do exactly the same but, in this case, it's money, not points or prizes that you're playing for.

During the game your character begins to feel hungry, with the level of hunger represented by a "starvometer" bar. If the bar turns completely red the game ends, so regular trips to the (expensive!) hot-dog stand are recommended.

▼ *Oi! Shooting the monkeys isn't the way to ring the bell!*




**UPDATE**

***There are no plans for other versions of Sideshow at present.***

**AMIGA**
**£24.99**

***Sideshow is a desperately average piece of software, and not even the inclusion of a light-gun option can lift it from the realms of mediocrity. The graphics are quite pleasing, although objects regularly defy the laws of gravity (for instance, the balls in the event of the same name hang around in the air for a while before dropping perfectly into the tubes from which they've been ejected), and sound is of above average quality. But there just isn't enough variety in the package - I'd have liked to see something other than a collection of ultimately rather tedious shooting games.***

***PAUL RAND***

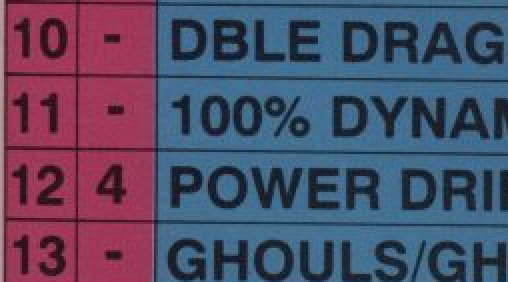
| | |
|---|---|
| GRAPHICS | 63% |
| SOUND | 60% |
| VALUE | 51% |
| PLAYABILITY | 50% |
| OVERALL | 50% |


TOWER OF BABEL
Tower of Babel is an intricate 3D strategy game involving an interconnecting network of towers, platforms and lifts all rendered in solid 3D with innovative light and shading techniques. Take control of robot spiders and program them to solve problems and puzzles and interact with other creatures, such as Pushers, Zappers and Grabbers. Alternatively, real time control is available to you at any time for instantaneous reaction to the game's developments. For the more adventurous among you, there is a complete game designer, allowing the construction of your own series of towers, platforms and lifts. Attempt to fox your friends with your own fiendishly difficult creations. More than just a game, more than just a puzzle – Tower of Babel is a whole new concept in strategy gaming.
AVAILABLE FOR: ST&AMIGA
Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. Tel: 0666 504326/504412
RAINBIRD

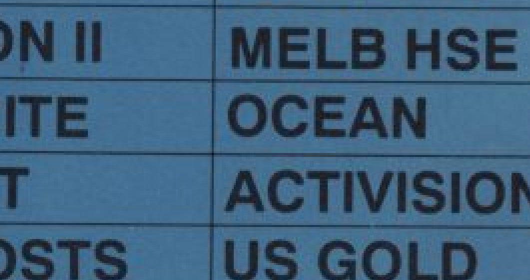
# THE GALLUP ALL FORMATS TOP 20



| THIS MONTH | LAST MONTH | GAME | COMPANY | SPEC | C 64 | AMS | AMI | ST |
|---|---|---|---|---|---|---|---|---|
| 1 | - | CHASE HQ | OCEAN | ● | ● | ● | ● | ● |
| 2 | 1 | BATMAN | OCEAN | ● | ● | ● | ● | ● |
| 3 | - | GHOSTBUSTERS II | ACTIVISION | ● | ● | ● | ● | ● |
| 4 | 2 | PAPERBOY | ENCORE | ● | ● | ● | ● | ● |
| 5 | - | OP THUNDERBOLT | OCEAN | ● | ● | ● | ● | ● |
| 6 | 3 | ROBOCOP | OCEAN | ● | ● | ● | ● | ● |
| 7 | - | TURBO OUTRUN | US GOLD | ● | ● | ● | ● | ● |
| 8 | 10 | UNTOUCHABLES | OCEAN | ● | ● | ● | ● | ● |
| 9 | 11 | HARD DRIVIN' | DOMARK | ● | ● | ● | ● | ● |
| 10 | - | DBLE DRAGON II | MELB HSE | ● | ● | - | ● | ● |
| 11 | - | 100% DYNAMITE | OCEAN | ● | ● | ● | - | - |
| 12 | 4 | POWER DRIFT | ACTIVISION | ● | ● | ● | ● | ● |
| 13 | - | GHOULS/GHOSTS | US GOLD | ● | ● | ● | ● | ● |
| 14 | 6 | GHOSTS/GOBLINS | ENCORE | ● | ● | ● | - | - |
| 15 | 8 | CRAZY CARS | HIT SQUAD | ● | ● | ● | ● | ● |
| 16 | 15 | CABAL | OCEAN | ● | ● | ● | ● | ● |
| 17 | - | RENEGADE | HIT SQUAD | ● | ● | ● | - | - |
| 18 | 7 | CONT CIRCUS | VIRGIN | ● | ● | ● | ● | ● |
| 19 | - | MEGA MIX | OCEAN | ● | ● | ● | - | - |
| 20 | 5 | STUNT CAR | MICROSTYLE | ● | ● | ● | - | ● |



▲ *Number one - Chase HQ...*




▲ *...two - Batman...*



▲ *...three - Ghostbusters II.*

After Chase HQ has topped every possible chart this month (except the Amstrad one), it comes as no surprise to see it hit the top of the overall ranking, with nothing to "arrest" it's progress! However, it must be a sad day for the software industry when there are no original games in the top ten, and only two (Crazy Cars and Stunt Car Racer) in the whole top twenty! Why is it you punters only buy licensed stuff these days?

# AMIGA TOP 20

| | | | | |
|---|---|---|---|---|
| 1 | - | Chase HQ | Ocean | 93% |
| 2 | - | Op Thunderbolt | Ocean | 89% |
| 3 | 1 | Batman | Ocean | 96% |
| 4 | - | Hard Drivin' | Domark | 91% |
| 5 | - | Double Dragon II | Melb Hse | 55% |
| 6 | 7 | Interphase | Imageworks | 93% |
| 7 | - | Space Ace | E I | 39% |
| 8 | - | Ghostbusters II | Activision | 85% |
| 9 | - | Untouchables | Ocean | 89% |
| 10 | 3 | Shadow of t' Beast | Psygnosis | 78% |
| 11 | 10 | Robocop | Ocean | 90% |
| 12 | 13 | Kick Off | Anco | 84% |
| 13 | 17 | Kick Off Extra Time | Anco | 85% |
| 14 | 2 | Stunt Car Racer | Microstyle | 93% |
| 15 | 5 | Xenon II | Imageworks | 96% |
| 16 | - | Turbo Out Run | US Gold | 80% |
| 17 | 11 | Battle Squadron | Electro Zoo | 78% |
| 18 | 6 | Beach Volley | Ocean | 80% |
| 19 | 4 | Continental Circus | Virgin | 79% |
| 20 | 8 | Power Drift | Activision | 82% |



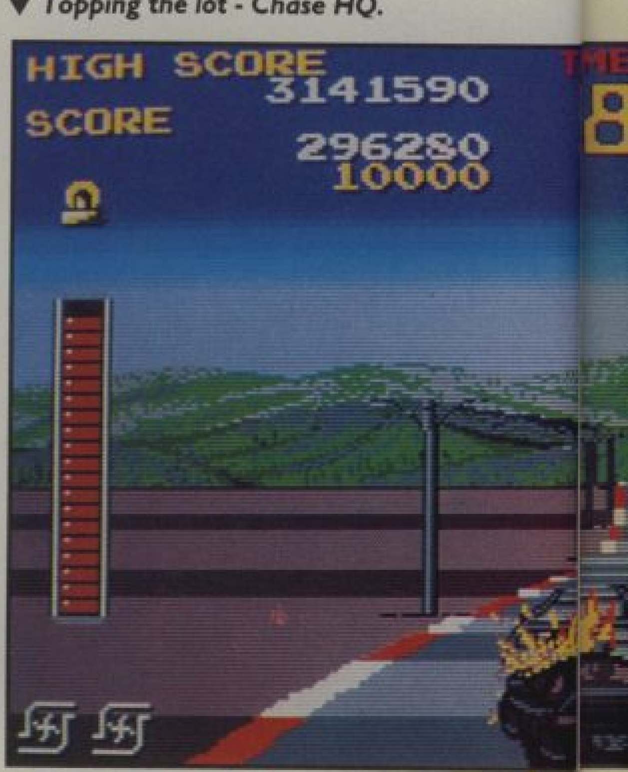
▲ *Space Ace - an unlikely number 7.*

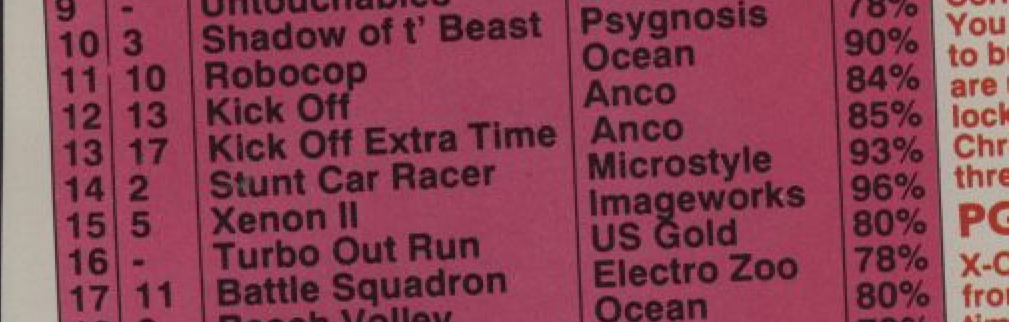
Corrrrr! Wot! Space Ace at number seven? You Amiga owners must really have money to burn! Not unlike Ocean, I suppose, who are undoubtedly rolling about amongst their three locks of fivers after getting their three Christmas licenses into the chart at the top three positions. Gol-lee!

## PG'S TIP FOR THE TOP

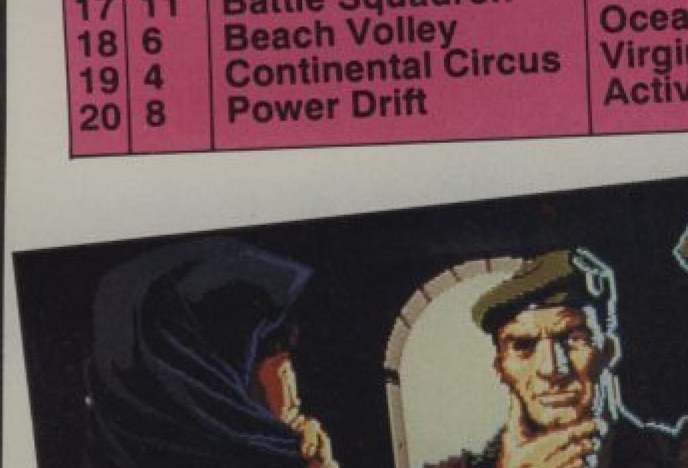
X-OUT: Ruddy-damned good shoot 'em up from Rainbow Arts. Should be charting this time next month.

▼ *Topping the lot - Chase HQ.*




▲ *Amiga Op Thunderbolt.*




▲ *C64 Batman - king of the swingers.*

Chase HQ! Aaaagh! It may be brilliant on all other formats, but as I'm sure you've all discovered, the C64 version isn't much "cop" (little joke there). Speaking of cops, Robocop troops ever onward - a whole year in the top ten and still going strong. Wotta guy!

## PG'S TIP FOR THE TOP

MYTH: System 3's rather fab arcade game has every right to be up at the top, and if there's any justice in this crazy old world of ours, it'll be fairly near by next month.

# C64 TOP 20

| | | | | |
|---|---|---|---|---|
| 1 | - | Chase HQ | Ocean | 34% |
| 2 | 1 | Batman | Ocean | 90% |
| 3 | - | Turbo Outrun | US Gold | 93% |
| 4 | 2 | Paperboy | Encore | 68% |
| 5 | - | Ghostbusters II | Activision | 70% |
| 6 | 6 | Robocop | Ocean | 90% |
| 7 | - | Double Dragon II | Melb Hse | 50% |
| 8 | 7 | The Untouchables | Ocean | 86% |
| 9 | 18 | 100% Dynamite | Ocean | 85% |
| 10 | 5 | Ghosts & Goblins | Encore | 90% |
| 11 | - | Ghouls & Ghosts | US Gold | 85% |
| 12 | 4 | Power Drift | Activision | 70% |
| 13 | 9 | Cobra | Hit Squad | 59% |
| 14 | 8 | Cabal | Ocean | 86% |
| 15 | - | Crazy Cars | Hit Squad | 55% |
| 16 | - | MiG 29 | Code Mstrs | 49% |
| 17 | 3 | Stunt Car Racer | Microstyle | 90% |
| 18 | - | Renegade | Hit Squad | 80% |
| 19 | 16 | Father Xmas | Alternative | 71% |
| 20 | - | Mega Mix | Ocean | 80% |


▲ *ST Ghostbusters II, in at 3.*

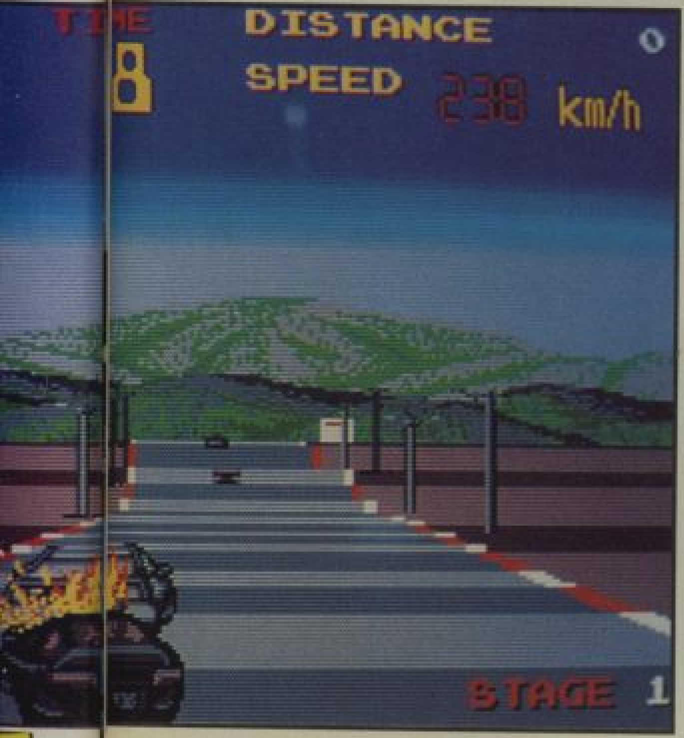
Well, no surprises here. Flavour of the month, Chase HQ is followed by the best of the Christmas licenses. Operation Thunderbolt enters the chart at humble number 18 but expect it to fight its way to the top by next month.

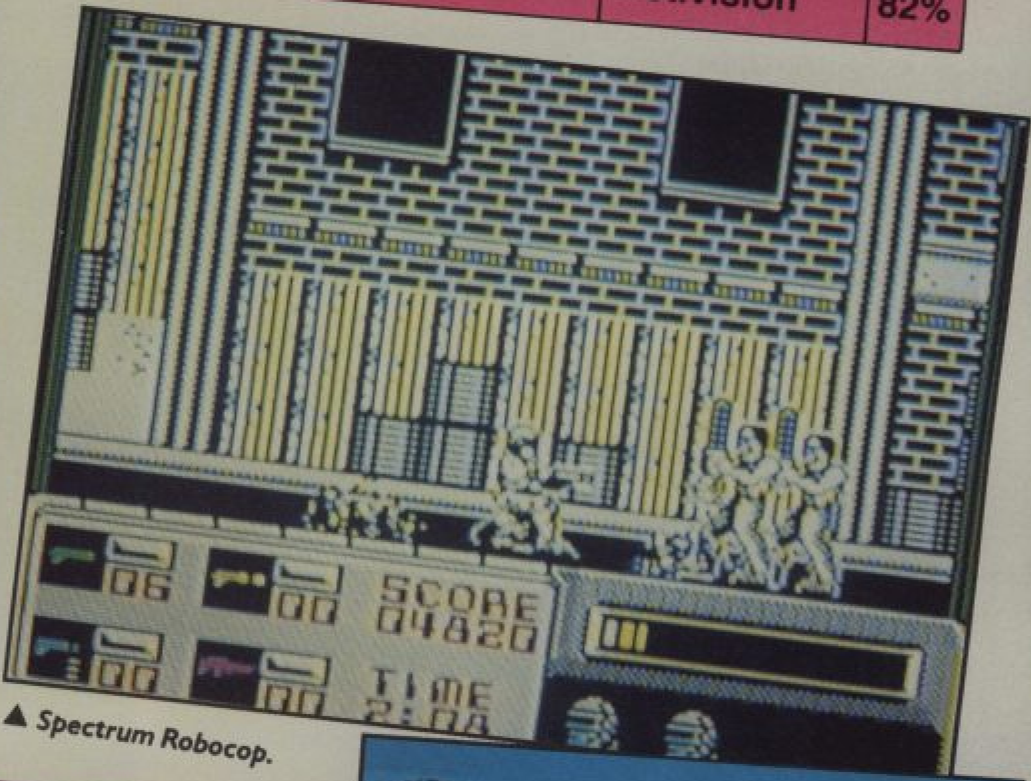
## PG'S TIP FOR THE TOP

NINJA WARRIORS: Virgin's ripping arcade conversion hadn't hit the streets in time for this chart, but I can see it being snapped up like kebabs in a piranha pool when it finally does.

# ATARI ST TOP 20

| | | | | |
|---|---|---|---|---|
| 1 | - | Chase HQ | Ocean | 93% |
| 2 | 12 | Batman | Ocean | 85% |
| 3 | - | Ghostbusters II | Activision | 85% |
| 4 | 1 | Hard Drivin' | Domark | 92% |
| 5 | - | The Untouchables | Ocean | 90% |
| 6 | 6 | Interphase | Imageworks | 92% |
| 7 | - | Robocop | Ocean | 80% |
| 8 | - | Bomber | Activision | 88% |
| 9 | 15 | Kick Off | Anco | 84% |
| 10 | - | Double Dragon II | Melb Hse | 70% |
| 11 | 10 | Beach Volley | Ocean | 75% |
| 12 | 5 | Xenon II | Imageworks | 96% |
| 13 | - | Turbo Outrun | US Gold | 80% |
| 14 | - | Gazza's Soccer | Empire | 44% |
| 15 | 9 | Extra Time | Anco | 85% |
| 16 | 3 | Stunt Car Racer | Microstyle | 93% |
| 17 | - | Ghouls & Ghosts | US Gold | 90% |
| 18 | - | Op Thunderbolt | Ocean | 92% |
| 19 | - | Onslaught | Hewson | 70% |
| 20 | 20 | Power Drift | Activision | 82% |



▲ *Spectrum Robocop.*

# SPECTRUM TOP 20

| | | | | |
|---|---|---|---|---|
| 1 | - | Chase HQ | Ocean | 97% |
| 2 | 1 | Batman | Ocean | 92% |
| 3 | - | Ghostbusters II | Activision | 79% |
| 4 | - | Op Thunderbolt | Ocean | 80% |
| 5 | 2 | Paperboy | Encore | 89% |
| 6 | 3 | Robocop | Ocean | 92% |
| 7 | - | Turbo Outrun | US Gold | 80% |
| 8 | 5 | The Untouchables | Ocean | 89% |
| 9 | - | 100% Dynamite | Ocean | 80% |
| 10 | 4 | Hard Drivin' | Domark | 80% |
| 11 | 11 | Ghosts & Goblins | Encore | 89% |
| 12 | - | Double Dragon II | Melb Hse | 69% |
| 13 | 9 | Cabal | Ocean | 55% |
| 14 | - | Renegade | Hit Squad | 86% |
| 15 | 10 | Short Circuit | Hit Squad | 60% |
| 16 | 6 | Crazy Cars | Hit Squad | 53% |
| 17 | - | Fantasy W Dizzy | Code Mstrs | 81% |
| 18 | - | Predator | Hit Squad | 83% |
| 19 | - | Ghouls & Ghosts | US Gold | 90% |
| 20 | - | Father Christmas | Alternative | 70% |



▲ *Chase HQ on the Spectrum.*

Chase HQ was definitely the most impressive Spectrum game of 1989 so it's no surprise to see it race straight to the top of the end-of-year chart. There's only one budget game in the Spectrum top ten for once, but we'll put that down to all the Christmas cash burning holes in your pockets.

## PG'S TIP FOR THE TOP

MYTH: Original games always have a tough time against the licenses, but after the Batman/Ghostbusters fever has died down, this is sure to work it's way up to the top.

# THE C+VG CHARTS

## AMSTRAD TOP 20

| | | | | |
|---|---|---|---|---|
| 1 | | Ghostbusters II | Activision | 80% |
| 2 | | Batman | Ocean | 87% |
| 3 | | Chase HQ | Ocean | 97% |
| 4 | | Op Thunderbolt | Ocean | 80% |
| 5 | | Paperboy | Encore | 85% |
| 6 | | Robocop | Ocean | 89% |
| 7 | | Hard Drivin' | Domark | 80% |
| 8 | | Turbo Outrun | US Gold | 84% |
| 9 | | 100% Dynamite | Ocean | 80% |
| 10 | | The Untouchables | Ocean | 89% |
| 11 | | Crazy Cars | Hit Squad | 60% |
| 12 | | Nigel Mansell's GP | Alternative | 79% |
| 13 | | Batman 3D | Hit Squad | 90% |
| 14 | | Power Drift | Activision | 72% |
| 15 | | The Flintstones | Bug Byte | 59% |
| 16 | | Ghosts & Goblins | Encore | 88% |
| 17 | | Twin Turbo V8 | Code Mstrs | 65% |
| 18 | | Mega Mix | Ocean | 82% |
| 19 | | Pub Trivia | Code Mstrs | 77% |
| 20 | | Count Duckula | Alternative | 79% |



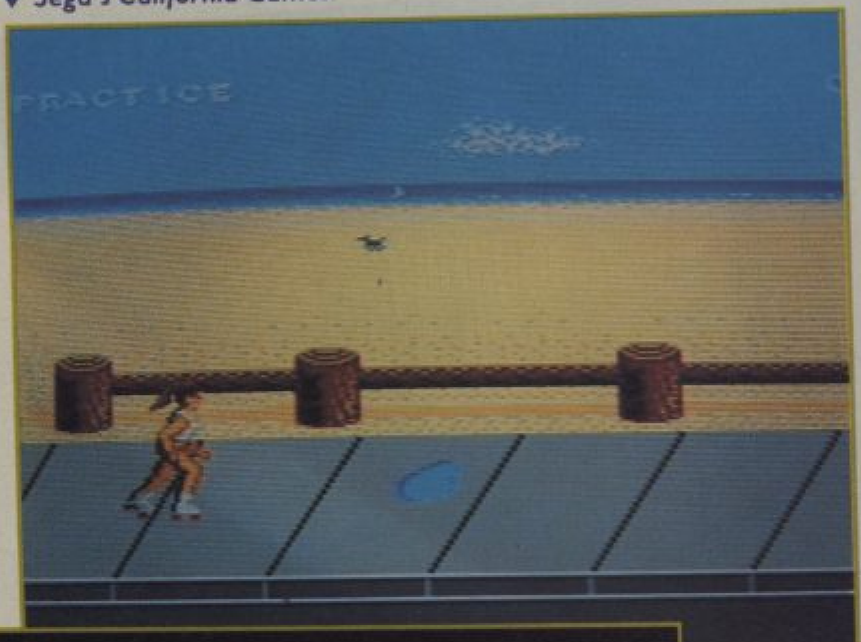
▲ *Tip for the Top - War Machine.*

This is our very first Amstrad chart, so no "last month" positions yet. This is the only chart not topped by Ocean's Chase HQ conversion - a bit of a surprise as the Amstrad translation is definitely one of the best of the lot! Expect to see it at number one by next month.

### PG'S TIP FOR THE TOP

WAR MACHINE: As the Christmas cash drains away, the chart is bound to fill up with budget titles again, and this is the best original Amstrad cheapo of late.

▼ *Sega's California Games.*





▲ *Nintendo Robo Warrior.*



▲ *Mario II on NES.*



▲ *R-Type - a Sega megablast.*

COMING SOON! THE COMPUTER AND VIDEO GAMES MEGADRIVE AND PC ENGINE CHART!

## NINTENDO TOP 5

| | | | |
|---|---|---|---|
| 1 | | Super Mario Brothers II | 97% |
| 2 | | The Legend of Zelda | 94% |
| 3 | | Rush 'n' Attack | 80% |
| 4 | | Robo Warrior | 86% |
| 5 | | Mike Tyson's Punch Out!!! | 85% |

### NINTENDO CHART

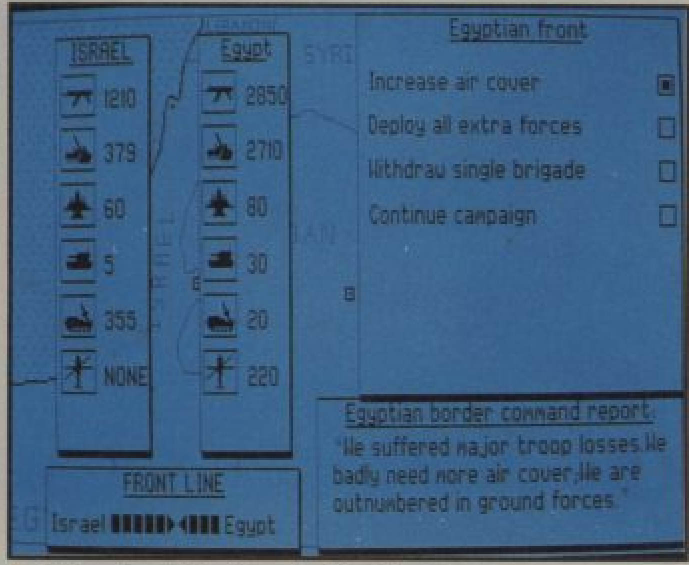
At the moment there is no Gallup survey of console games, but this is Nintendo's own list of its five best sellers. The fact that Mario II and Zelda top the chart even though they cost forty quid apiece is testament to their quality.

## SEGA TOP 5

| | | | |
|---|---|---|---|
| 1 | | California Games | 95% |
| 2 | | Wonder Boy III | 87% |
| 3 | | R-Type | 84% |
| 4 | | Ghost Busters | 85% |
| 5 | | World Soccer | 89% |

### SEGA MASTERSYSTEM CHART

Again, this is Sega's own top five sellers chart, topped, not surprisingly, by the fab California games. Is it too much to expect Psycho Fox up there by next month?




▲ *Things look bleak in the Middle East!*

# CONFLICT
## 16-BLITZ

Ever felt the urge to become premier of one of the troubled Middle Eastern states? Now you can, thanks to the overthrow of the Israeli Prime Minister and this charming new title from Mastertronic. With annual financial aid from the USA, and despite continual disapproval from the United Nations, keep control of your country by fair means or foul. As is the case in real life, your political career is hampered by inter-state bickering, wars and the daunting prospect of a nuclear arms race, in which you can participate by regular injections of government finances.

Conflict is an absolute snip of a war game at £4.99. It's what you'd expect from this type of product - not much in the way of graphical frills (although the various map screens and icons are admirable, and colourful in EGA mode); it's the excitement of being in control of an unstable Middle Eastern country that gives the game its addictive qualities. I busted Egypt's tight grip over the continent once (with a little help from Libya!) - you can bet I'll be going for the double!

**PC £4.99**

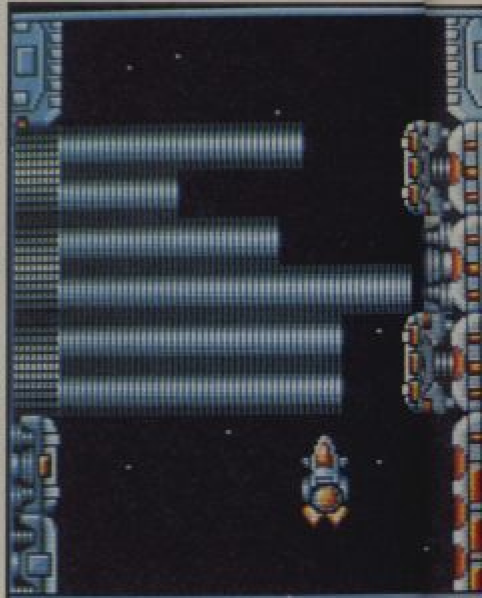
***A cheap and very cheerful war game, and an inexpensive introduction to the world of hard-line strategy gaming.***

**OVERALL 88%**

# SIDEWINDER II
## 16-BLITZ

Cheap shoot 'em up fodder abounds with the release of yet another vertical scroller, in which you, stereotypical square-jawed hero that you are, bravely do battle against the might of the forces of De Ja Vu. Pick up those outrageously unoriginal weapons along the way, and at the end of each level, kill the... wait a mo; there ISN'T an end of level guardian to destroy! Crikey.

But seriously, Sidewinder II is exactly what you'd expect from the genre which is going through a dead horse-flogging stage of late. Yes it's cheap, but budget prices don't always have to mean unoriginal games, chaps!



# SPACE HARRIER
## ENCORE

Enter the Fantasy Zone, be the doer of derring and generally get up to all sorts of jet-packin' fun in the first of this month's two re-releases from Elite's budget label. The world of the Space Harrier is a first-person perspective 3D landscape, where weird and wonderful fauna and flora patrol the checkerboard pastures - and they've gone berserk. So power up your jet pack, load your photon cannon and defeat the beasties before they take over the Fantasy Zone.

What made this game a hit in the arcades was the hydraulic chair and, as it's notable by its absence in these conversions, the game doesn't have the same appeal. Especially when you consider the fact that all gameplay consists of is shooting assorted baddies.

**SPEC £1.99**

***Monochrome graphics, although detailed, tend to blend into each other making it difficult to follow the action. Apart from that, Space Harrier offers enjoyable play in the short-term.***

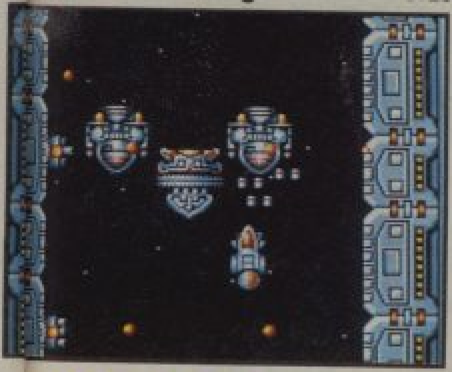
**OVERALL 68%**

▼ *Wire-frame graphics keep the CPC version fast.*



# DER II

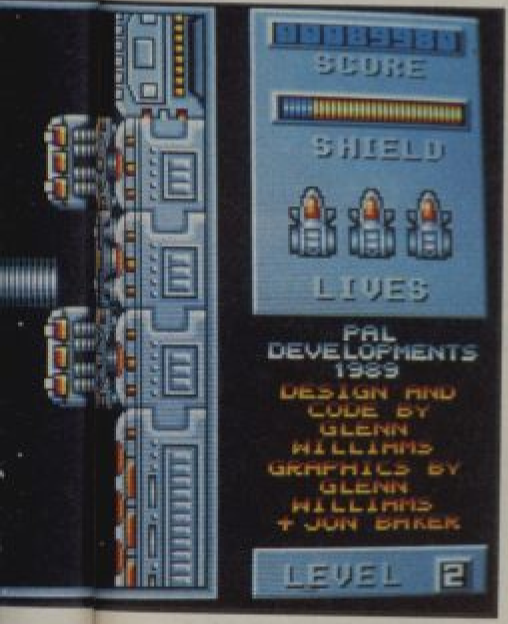
▼ *Three mega-nasties to blast!*



**AMIGA £4.99**

***A shoot 'em up which, although playable, has absolutely nothing new to offer and gets tedious very quickly.***

**OVERALL 57%**




**AMS £1.99**

***Similar criticisms to the Spectrum game, although there's a lot more colour to brighten up the screen.***

**OVERALL 70%**

**C64 £1.99**

***The worst of the conversions, sporting poorly defined sprites and tedious gameplay. There are much better games available than this.***

**OVERALL 46%**

# JOE BLADE III

## PLAYERS PREMIER

Ol' Joe's out on patrol again, aiming to put an end to the devilish goings-on of his arch enemy, Crax Bloodfinger. Cheeky Crax has kidnapped six top politicians and is holding them to ransom in his secret fortress. Worse still, the hideaway is packed with primed explosive devices and, of course, he's brought in loads of mercenaries to guard against any would-be rescuers. Such trivialities won't put Joe off though, and he storms in.

Joe Blade III is strikingly similar to the first Joe Blade game, almost to the point of being a straight copy. However, that didn't put me off playing the game for quite a while, and having a lot of fun in the process. The bomb disposal sub-games get the adrenalin flowing, and the map layout is as fiendish as before. If you don't mind paying three quid for a game that's almost the same as the prequel, then buy Joe Blade III - it's not bad at all, really.




▲ *Joe Blade on another Spectrum outing.*

**AMS £2.99**

***Little difference between this and the Spectrum game, apart from the cosmetics. A fun shoot 'n' search game that's been seen and done before.***

**OVERALL 74%**

**SPEC £2.99**

***May be too similar to the original for many people's tastes, but as enjoyable as the first Blade game in the long run. Don't bother if deja vu worries you, though.***

**OVERALL 74%**

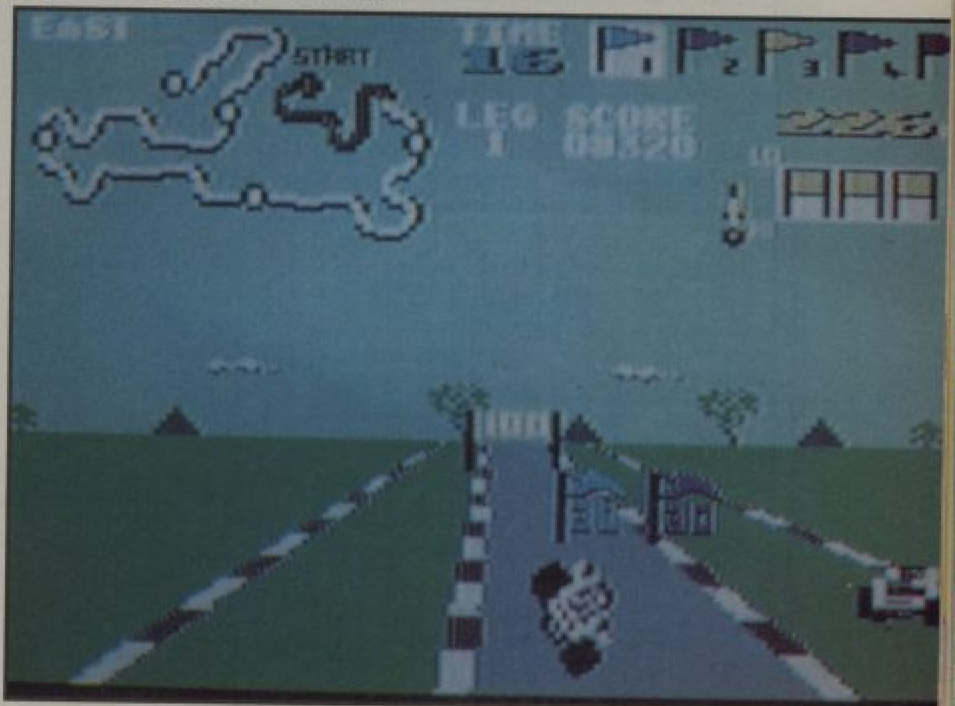
# BUGGY BOY

## ENCORE

Three! Two! One! Yer off! The second Encore release this month is the conversion of the classic Tatsumi off-road racing game. Jump into a dune buggy and tackle any of the five available tracks, each one split into a number of stages, the object being to complete the course within the limited time given.

Buggy Boy is still one of the best drivers available on computer, certainly a lot better than the Out Runs of this world, and now it's a damn sight less expensive too. The Spectrum version is a bit of let-down, but even this is a bundle of fun and, at the price, there's no reason for anyone not to buy this classic.

▼ *C64 version is fun on four - or even two - wheels!*




**AMS £1.99**

***Again, there aren't many racing games on the Amstrad to match the quality of Buggy Boy - as soon as you have the dosh, buy it.***

**OVERALL 90%**

**C64 £1.99**

***Arguably the best of its kind; some may even say it's more playable than the coin-op! Loadsa colour and tons of addictiveness - and it's outrageously cheap, too!***

**OVERALL 96%**

**SPEC £1.99**

***It's a bit slow and jerky, but the buggy sprite is huge and colourful and there's more than enough of a challenge to outweigh the game's bad points.***

**OVERALL 72%**

# MANHUNTER

## BY ACTIVISION

Sierra's Manhunter series is quite different from any other Sierra adventures. The storylines are bizarre, the mode of play is bizarre, and Manhunter San Francisco, the second in the series, is no less bizarre than its forerunner.

The alien Orbs that terrorised New York have now spread to San Francisco. Humans must wear hooded robes, and may not speak to one another on pain of death. Certain individuals, equipped with a tracking device from the Orbs, have been selected as Manhunters, people who track down those who have acted illegally according to the Orbs' laws.

After fleeing New York in an alien ship, you crash land in San Francisco. Stealing a dead Manhunter's tracker, you set off on his original trail. The tracker follows the subject to a bank, a warehouse, a ferry building, and finally to a fountain, where the trail goes cold. Dead end, it seems. But there's other people involved, and these, too, must be tracked...

Playing the game involves no text input at all. Everything is controlled by cursor keys, joystick, or mouse and options accessed from pull-down menus. In the midst of all this are embedded a number of quite tricky arcade sequences, which add to the unusual nature of the game.

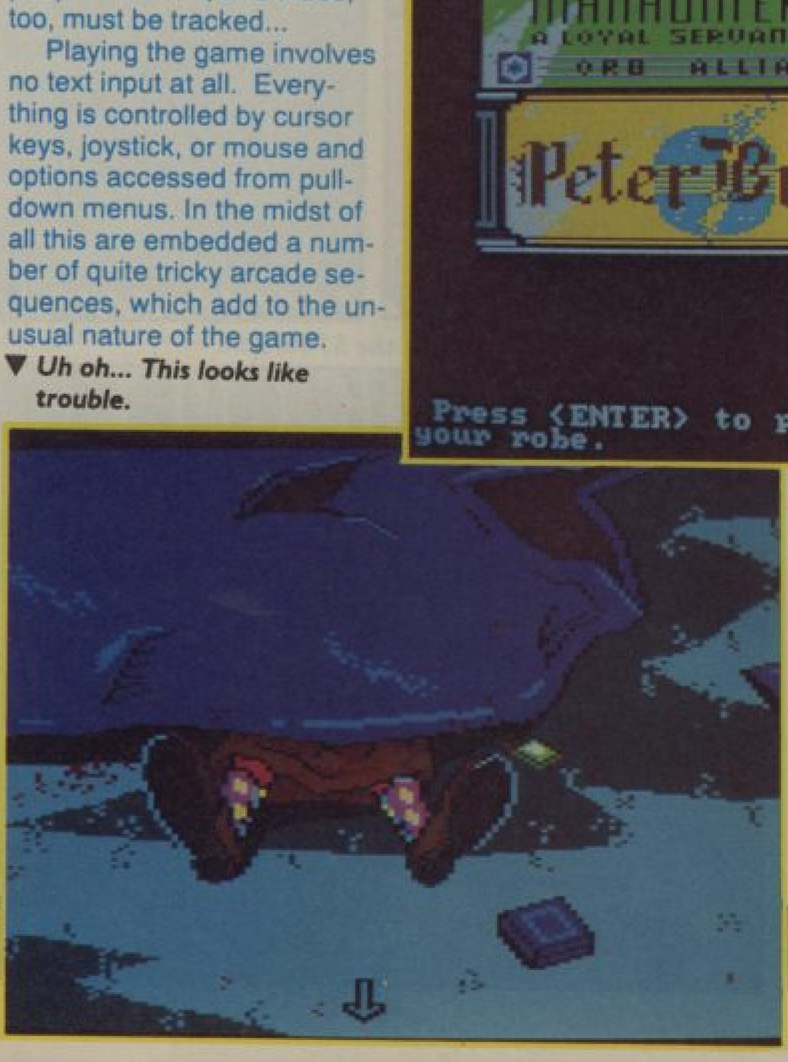


▲ *The future of San Francisco - urban squalor at it's dismalest.*




▲ *This card should get you in anywhere.*

▼ *Uh oh... This looks like trouble.*



## ST
## £19.99

*Whilst adventure players are not usually averse to a spot of arcading from time to time, I doubt that they like the two formats mixed - and that's the trouble with Manhunter II. Progress through the story is too often brought to a grinding halt, frustrating the main objective of what is primarily an adventure game. If you enjoyed Manhunter I, or you enjoy an adventure that's a bit arcadey whilst not being an arcade adventure, you should enjoy Manhunter San Francisco. Personally, I prefer the more orthodox Sierra adventures.*

*KEITH CAMPBELL*

| | |
|---|---|
| GRAPHICS | 61% |
| SOUND | 49% |
| VALUE | 60% |
| PLAYABILITY | 64% |
| OVERALL | 61% |

### UPDATE

*Manhunter San Francisco is also out on the PC and Amiga and is, to all intents and purposes, identical on all formats. So the same criticisms should apply - check 'em out if you liked the original.*

# UPDATE




▲ All the fun of the fishbowl!

## CHOMP!
### ELECTRONIC ZOO/COSMI

Chomp! must surely rate as the world's first simulation of life as a goldfish - mind you, I suppose it had to happen sooner or later; I expected it to be released by Code Masters, though.

Anyway, as the aquatic fauna in question, eat all of your food to make you grow big and strong, then jump from your goldfish bowl to the paradise of the tropical fish tank, battling with your piscine adversaries to become king of the aquarium. Watch out for larger fish who'll eat you, and the power-draining seaweed. And if you see the cat's paw in your vicinity, steer well clear! In fact, steer clear if you see Chomp! in the shops - it's a truly awful game. For a start, it looks as though it's running on a Spectrum (complete with colour clash!) as opposed to a 64. The gameplay is as exciting as the real thing (ie not very) but the biggest shock is the price: £14.99 would be a joke if Electronic Zoo weren't being serious.

**C64**
**£14.99**

*An appalling piece of software which is only worth buying if you've got more money than sense and mum won't let you keep fish.*

**OVERALL 22%**

## WILD STREETS
### TITUS

No wonder there's very little violence on the streets of France - the vigilantes walk around with black panthers by their side! The cat in this game helps you, the hero by pouncing on any opponents you find too tough to handle as you patrol the push-scrolling levels in this horizontal beat 'em up. Kicking, punching and shooting the gang members reduces their energy, but each time you miss with an attack, your own power goes down. Make sure you have enough strength to attack the big boss at the end, and collect the ammo for your six-shooter as you go.

Wild Streets is a playable, if quite simple, game along the lines of Vigilante. The addition of the feline assistant adds originality, and is also useful to help you stay alive when surrounded by yobbos. Not an essential purchase, but enjoyable nonetheless.

**AMSTRAD**
**£9.99**

*Great graphics, some originality and a fairly challenging mission make Wild Streets one of the better Amstrad games on the market.*

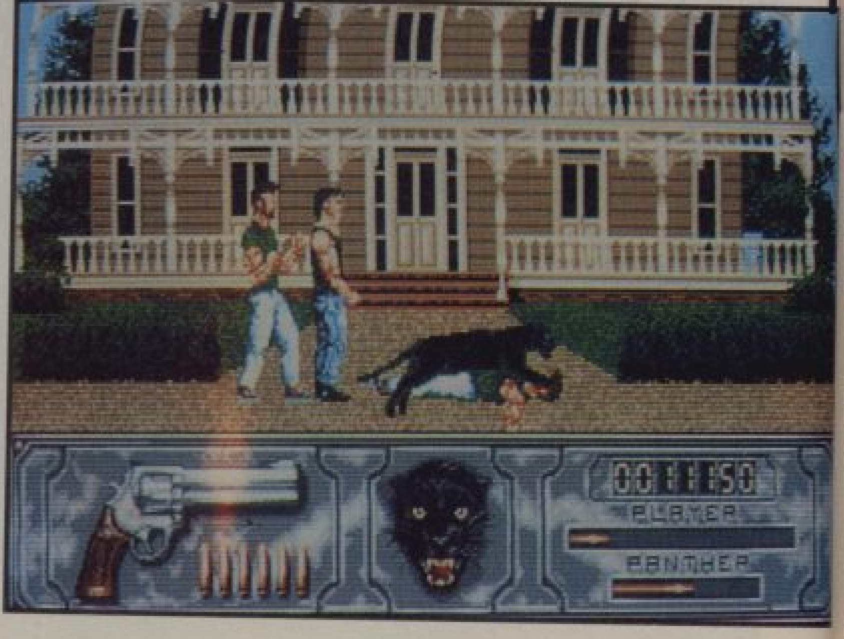
**OVERALL 71%**

**ST**
**£24.99**

*Sprites are a bit stiff looking, but the game plays well enough. An appealing beat 'em to fans of this type of game.*

**OVERALL 67%**

▼ Panther-packed pugilism in the ST version.




**Welcome to Update, a new column in which we'll be rating new releases which have already been reviewed on other formats. We'll also be reviewing any games which would otherwise not be covered due to lack of space. This month Paul Rand does the honours.**

▲ All the fun of the fishbowl!

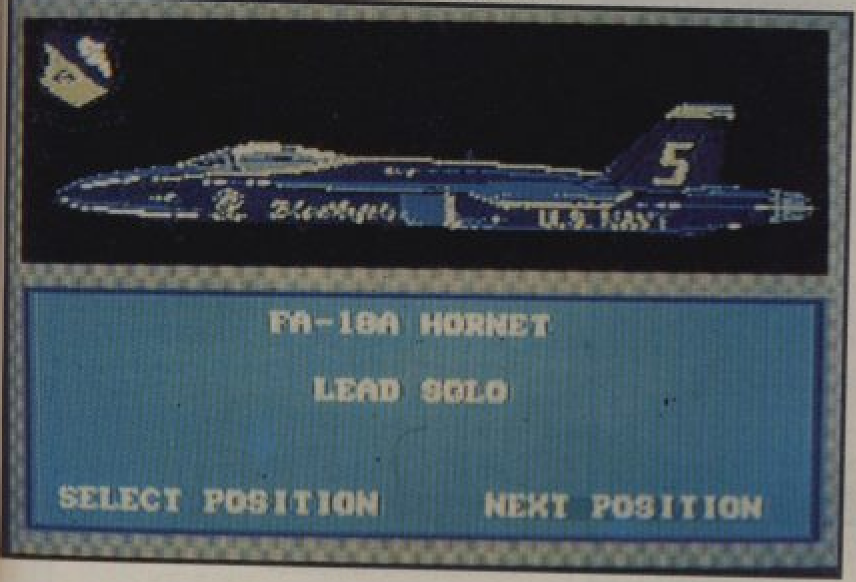
# BLUE ANGELS
## ACCOLADE

The Yanks always have to try and go that bit better, don't they. We have the absolutely fabbo Red Arrows, so what do they do? Form the Blue Angels Formation Flying Team, that's what. Ah well. You are one of the pilots of the squadron, and the object is, quite simply, to stay in formation. You have a choice of positions within the formation, as well as a selection of maneuvers. If you're skills aren't exactly honed, don't worry; there are a host of practice options, too.

**C64**
**£14.99**
*Blue Angels is a nice idea let down by a lack of things to do. Recommended only to pilots who crave an easy life.*
**OVERALL 58%**

Unfortunately, the simulation is a very shallow one. The ground is devoid of objects, so there's no impression of movement. And apart from flying your craft through an Aliens-style vector tunnel, there's not a great deal left to do. Pity really.

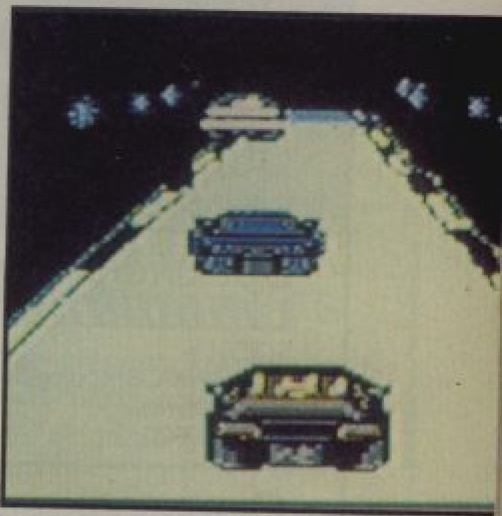
▼ *Choose your position in the formation.*




# CHASE HQ
## OCEAN

**ALREADY REVIEWED:**
**ST 93% ISH 98**
**AMIGA 93% ISH 98**
**SPECTRUM 97% ISH 98**

We all know the storyline - jump into a Porsche and drive along a 3D freeway, dodging the innocent drivers and smash into the criminal's vehicle until he pulls over and gives himself up. But what about the conversions? Well, while the Amstrad game is of the "Lord lumme, I didn't know the old girl had it in her" variety, containing all the speed of the Spectrum version and with masses of colour besides. The poor old C64, however,



▲ *C64 version in hot (?) pursuit.*

can hardly manage a crawl, never mind a high-speed chase - the Porsche tootles along as if it were a clapped out Skoda against a backdrop and side objects that can only belong to that mythical world of Jerkyland. All the other conversions are quite rightly at the top of the charts, but the C64? Leave it out guv.

**C64**
**£9.99**
*What works on one format doesn't always do so on another, and it shows in the 64 conversion. Poor is a polite term to describe the incredible sluggish pace of the gameplay.*
**OVERALL 36%**

**AMSTRAD**
**£9.99**
*A truly magnificent conversion of the top coin-op, which deservedly earns its current chart position.*
**OVERALL 97%**

# GAZZA'S SUPER SOCCER
## EMPIRE

Paul Gascoine is out of football at the moment with a broken wrist, but that doesn't stop Empire bringing out the licensed computer game. As coach, build your perfect team with the players available, then take them out on the pitch for a bit of the old Saturday afternoon kickabout. Most of the time, play is horizontally scrolling, but entering the penalty area switches the match to a semi-3D view of the goal.

Gazza's Super Soccer is the latest in a long line of soccer games made to look silly by Kick Off on 16 bit and




▲ *An Amstrad own-goal*

Emlyn Hughes International Soccer on 8 bit. The players are too small and don't run around realistically at all, the scrolling is jerky and the general playing area is far too small. If you want a decent soccer sim, disregard Gazza's and choose one of the aforementioned ones instead.

**AMSTRAD**
**£9.99**
*A tacky soccer game which would be knocked out of the Cup in the first round (probably by a rubbish team like Newport).*
**OVERALL 54%**

**AMIGA**
**£24.99**
*Amiga owners already have the best soccer sim available - why on earth would they want one that isn't even half as good?*
**OVERALL 52%**




▲ *Midfield play in the Amstrad version.*

**SPECTRUM**
**£9.99**
*A poor version of our noble game which fails to meet the standard of the licensee.*
**OVERALL 56%**

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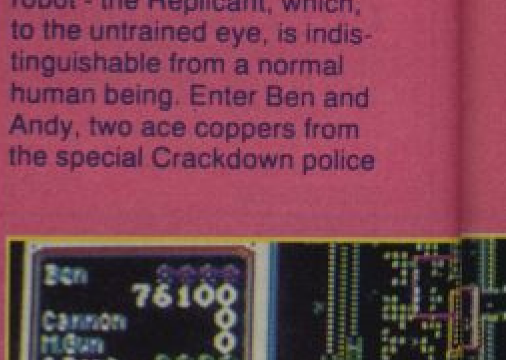


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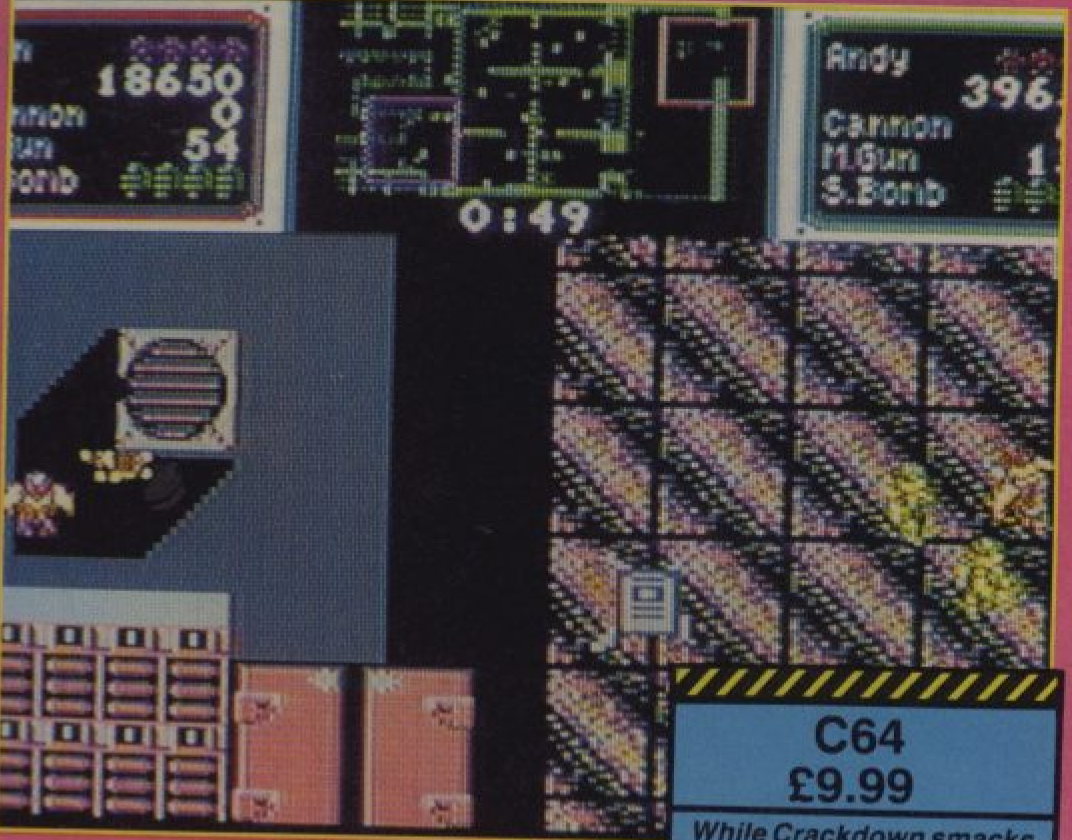
BY US GOLD




Dr K (no relation to the inventor of Special K breakfast cereal) wants to take over the world. To do so, he's designed a new breed of robot - the Replicant, which, to the untrained eye, is indistinguishable from a normal human being. Enter Ben and Andy, two ace coppers from the special Crackdown police






# WN

unit. Fortunately, they've just watched the movie Bladerunner, so they know exactly what a Replicant is and, in no time at all, they hit the streets and begin the hunt for K and his cronies.

The Replicants have infested several areas of the city; the populace have been evacuated, and Ben and Andy can get to work. The only way to close down the operation is to destroy the Replicant hot-beds, and what better way than to use good old-fashioned dynamite? Prime sites have been chosen for each explosives drop (marked by crosses on the playing area) where the two boys in blue must put their Semtex, while at the same time shooting or avoiding the rampaging Replicants (extra ammo can be picked up if supplies run low) and dealing with hazards like chasms, water and conveyor belts which carry the unsuspecting rozzers to their doom.

Depending on the size of the area, the amount of explosives needed to destroy the site varies - and to add to their troubles, the explosives have set time limits; if they're not all dropped within the time given, it's goodbye to Ben and Andy.

## UPDATE

***We've seen pre-production copies of the ST and Amiga versions, and they both look identical to the coin-op and both rate as must-buys. The Spectrum and Amstrad versions are also looking great - check them out when they're released at the end of the month.***

## C64
## £9.99

*While Crackdown smacks of Gauntlet, with its birds-eye view graphics and simultaneous two-player option, the players are not held up by each other as was the case in the aforementioned classic, because each character occupies his own half of the screen and moves independently. This results in the players being able to cover more ground and also help each other out by offering covering fire! While the graphics aren't spectacular, they are very atmospheric with their drab colours and shadows; and keep in mind the blood, sweat and tears which programmers Arc have put into Crackdown by, among other things, achieving the impossible and successfully transferring the coin-op's split screen to the 64. A fine start to US Gold's new decade and a treat for gamers everywhere.*

***PAUL RAND***

| | |
|---|---|
| GRAPHICS | 77% |
| SOUND | 82% |
| VALUE | 89% |
| PLAYABILITY | 93% |
| OVERALL | 91% |






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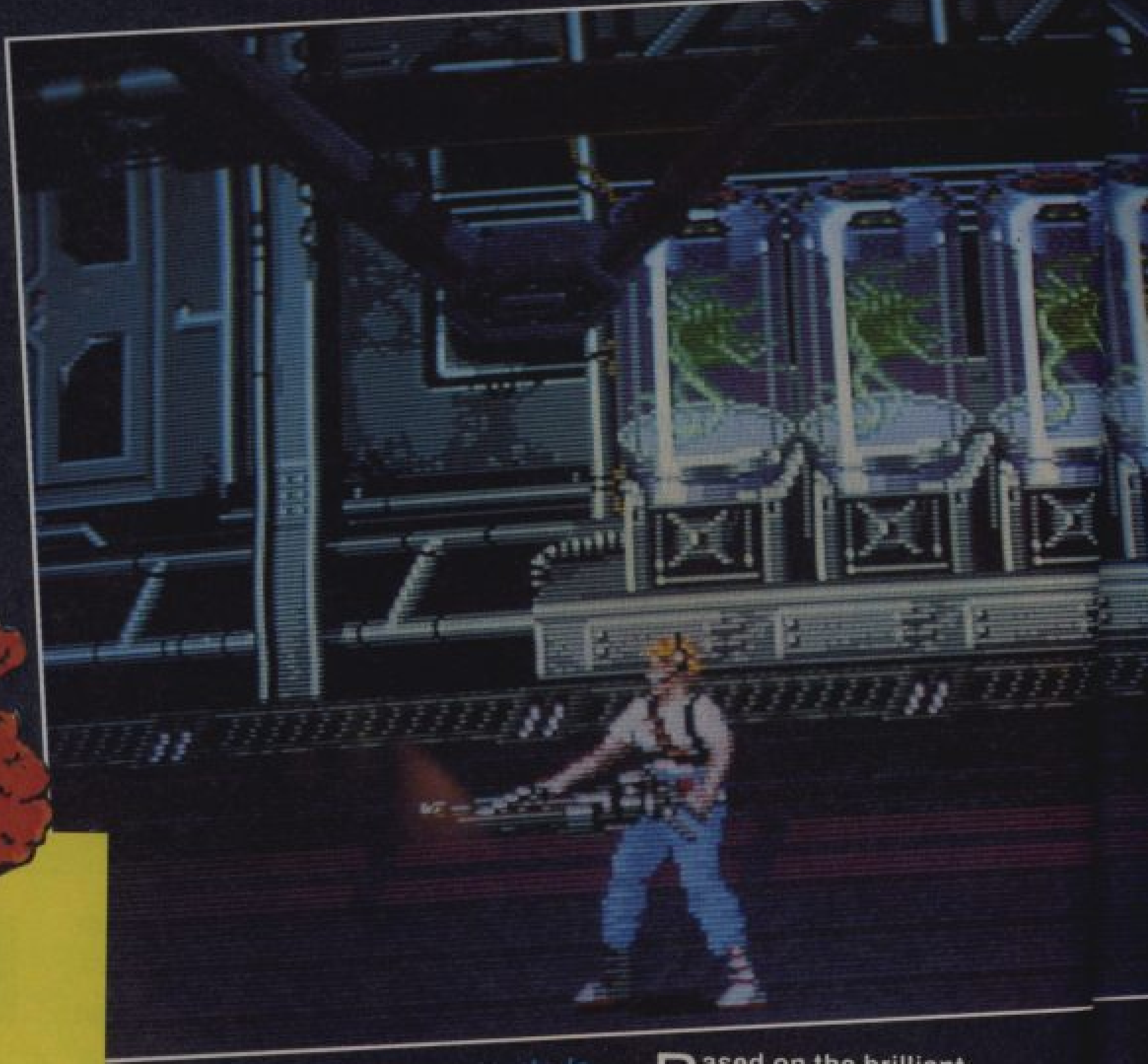
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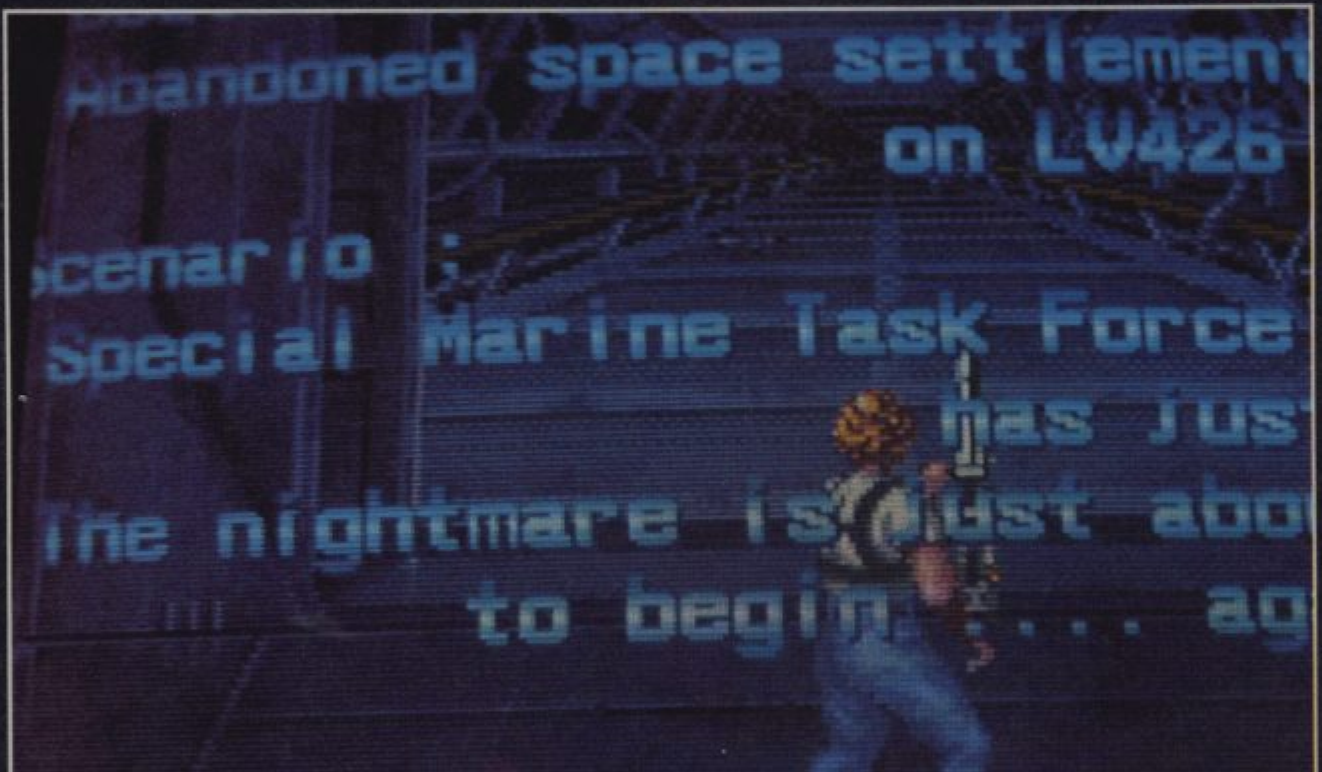
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▼ *Everything is normal in the laboratory... But not for long!*

# ALIENS




▲ *Ripley grits her teeth and readies her trigger finger for the onslaught*

Based on the brilliant film, Konami's Aliens is one of the goriest coin-ops since Splatterhouse.

Playing the last surviving member of a team of space commandos, you must battle through an alien-infested colony, destroying anything that gets in your way. And there's plenty getting in your way, with a massive variety of revolting, slimy aliens popping up from all angles.

Fortunately there are extra weapons to collect to help you blast the vile creatures back from whence they came. If you get far enough you can strap yourself into a giant robot Exo-Skeleton Loader and take on the mother alien herself!

I loved this game - it's fast, tough and requires fast thinking and even faster reactions to survive. And the graphics are simply brilliant, with some truly disgusting aliens to splatter! Play it!!

**JULIAN RIGNALL**

| | |
|---|---|
| GRAPHICS | 90% |
| SOUND | 87% |
| VALUE | 87% |
| PLAYABILITY | 92% |
| OVERALL | 91% |



















# BADLANDS





▲ *An addictive cross between Road Blasters and Super Sprint.*

Fans of Super Sprint type games will be pleased to hear that Atari have just released a new version of the classic race game.

Set in the future, Badlands is a one or two-player game in which drivers take the wheel of Mad Max-style cars armed with guns and missiles and drive them around post-apocalyptic tracks filled with hazards such as broken bridges, rubble from blown up buildings and wreckage of other vehicles.

The gameplay's basically the same as Super Sprint, with the idea to be first past the finish post after four laps. But there's a new slant in the fact that you can blow your opponents off the road with your car-mounted cannons!

Badlands is an enjoyable and challenging racing game, but as usual it's even more fun when there are two players racing.

**JULIAN RIGNALL**

| | |
|---|---|
| GRAPHICS | 82% |
| SOUND | 77% |
| VALUE | 79% |
| PLAYABILITY | 84% |
| **OVERALL** | **82%** |





▲ *The winners' parade. Those are some mean autos!*









▲ No jokes about "big choppers" pleeeease!

# ASTYNAX

There are a lot of Rastan-style games out at the moment, and another one joining the already crowded ranks is Astynax. And while it doesn't offer much in the way of original features, it is challenging and enjoyable.

As usual you play the role of a bronzed muscle-bound hero who's off to rescue a damsel in distress. This involves hacking and slashing your way across hazard-filled landscapes, battling all sorts of vile and evil creatures, and destroying the huge guardians who sit at the end of each level.

Combining colourful graphics and action-packed gameplay, Astynax offers plenty of beat 'em up fun and frolics for those who haven't already tired of Rastan games.

JULIAN RIGNALL






▲ This scorpion's tail is it's only weak point. Best cut it down to size, eh?

◄ Looks like those mantids are going to have an "axe"ident! (snirk!)

| | |
|---|---|
| GRAPHICS | 81% |
| SOUND | 80% |
| VALUE | 80% |
| PLAYABILITY | 81% |
| OVERALL | 80% |







# KLAX

▲ Wave eleven begins. Fifteen klaxes to go, and only two bricks the belt. It doesn't take long for things to hot up, though!




The latest arcade puzzle game to hit the arcades is Atari's Klax, a strange-looking but unbelievably addictive one or two-player tile-matching game!

Different coloured tiles advance towards you on a conveyor belt - all you've got to do is scoop them up with a mechanical shovel and flip them into a five-tile-wide, five-tile-deep bin at the bottom of the screen. If you drop the same three colours either on top of each other, side by side, or in a diagonal line, they disappear and points are awarded - more complicated lines of colours such as four in a line, or v-shape patterns give hefty bonus points.

Sounds pretty dull on paper - but once you start playing, it's very difficult to stop. There are many subtle intricacies, and some great twists in the gameplay on later levels. If you're a puzzle game fan, grab a bag of coins and hunt this utterly brilliant coin-op down!

**JULIAN RIGNALL**

Domark grabbed the licence to Klax months ago, when the game was still on the drawing board, and have been secretly working away on computer conversions ever since. This is one of the first times a software house and coin-op developer have worked hand-in-hand so that the arcade machine and the computer conversions can be released at the same time! Check out the previews section for more details.




▲ Doubling the fun. Player two has just scored 50 points for that column of gold bricks.

◀ The typical Atari level selection is useful.

| | |
|---|---|
| GRAPHICS | 77% |
| SOUND | 83% |
| VALUE | 88% |
| PLAYABILITY | 95% |
| OVERALL | 93% |

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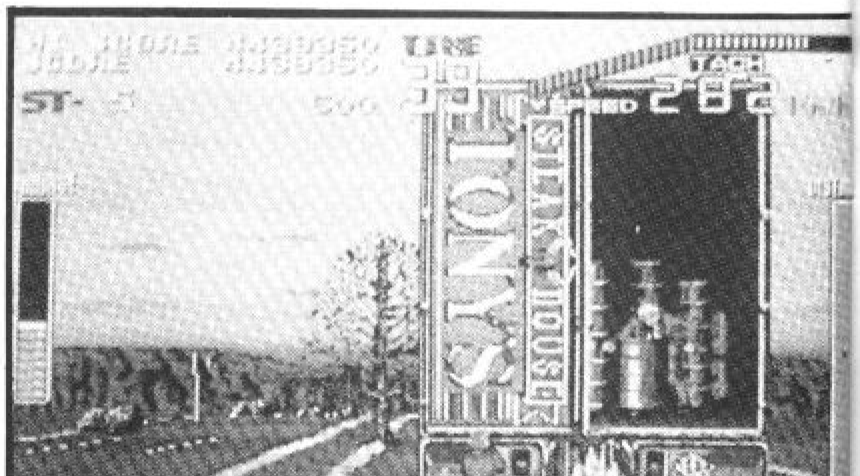
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**Welcome to the Official UK Arcade Highscore Table, the place where all of Britain's coin-op records top are displayed. If you're a record breaker, why not get famous by sending in your scores to: ARCADE HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Our panel of experts will look at your scores, and if they're judged to be genuine, they'll be included in the table. One of a couple of scores questioned by The Panel this month is a claim of 937,790,000 on Robotron, sent in by Chris Ford of Lancing. You'd have to play the game for more than six days solid to achieve this - or perhaps there's a cheat? Another, 94,171,190 on Ghouls 'n' Ghosts, sounds dodgy - how on Earth did you get that, Duncan George of Twyford? Another cheat? Perhaps both of you would like to write in and explain how you got these scores? If not, prepare to face the wrath of The Panel...**

**1942**
12,160,830 Graham Shaw, Loughton, Essex
**AFTERBURNER**
24,555,000 John Bristow, Erith, Kent
**ALIEN SYNDROME**
843,010 Colin McWhirter, Ballymena, N Ireland
**ARKANOID**
1,478,760 Stewart Bell, Macclesfield, Cheshire
**ASSAULT**
335,550 Martin Deem, Portsmouth
**ATOMIC ROBOKID**
14,101,430 Symon Brown, London
**BATTLE RANGERS**
199,980 Wilson Lau, King's Lynn, Norfolk
**BLASTEROIDS**
2,539,740 EGG, Portsmouth
**BOMBJACK**
45,672,800 Gary Harrod, Poole
**CABAL**
4,225,000 John Bristow, Erith, Kent
**CAL 50**
475,000 Alex Ware, Sheffield
**CHASE HQ**
17,285,000 John Bristow, Erith, Kent
**CHELNOV**
345,700 Martin Deem, Portsmouth
**CRIMEFIGHTERS**
225 Jermaine Allen, London
**CYBERBALL**
72-0 Nick McKay (NIK) Broomhill Glasgow
**DARIUS**
4,293,600 Keith Bradley, Blackburn, Lancs
**DEMON WORLD**
1,501,500 Martin Deem, Portsmouth
**DOUBLE DRAGON**
999,999 Colin McWhirter, Ballymena, N Ireland
**DOUBLE DRAGON II**
885,000 John Bristow, Erith, Kent
**DRAGON BREED**
996,450 Jamie Morse, Weston-Super-Mare
**DRAGON SPIRIT**
994,375 Jamie Morse (JIM), Weston-Super-Mare
**DYNAMITE DUKE**
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**FINAL ROUND**
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2,949,600 Gary Harrod, Poole
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6,927,600 Gary Harrod (GJH), Portsmouth
**GALAGA 88**
1,678,070 Chris Ford (CAF), Lancing, W Sussex
**GALAXY FORCE**
2,253,070 Tony Schrati, Reading, Berks
**GANG WARS**
150,500 Haq Nawaz, Birmingham
**GEMINI WINGS**
1,108,640 Martin Deem, Portsmouth
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7,554,700 Simon Lennok, N Ireland
**GHOULS 'N' GHOSTS**
79,855 Jamie Morse, Weston-Super-Mare
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265.0 Gary Harrod, Poole
**HANG-ON**
49,658,320 Martin Deem (MJD), Portsmouth
**HAUNTED CASTLE**
368,220 Gavin Davis, Swansea
**HELLFIRE**
327,000 Julian Rignall (JAZ), Southend
**HOT CHASE**
270,540 Alex Ware (AKW), Shenfield
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1,412,300 Graham Shaw, Loughton, Essex
**KING OF BOXER**
487,000 Michael Pearson (MP), Staiths, Cleveland
**LEGEND HERO TONMA**
209,890 Chris Ford, Lancing
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238,410 Alex Ware, Sheffield
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**NEW ZEALAND STORY**
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238,100 TOD, Ballymena, Antrim
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386,390 R G Porter (ROB), Lancaster
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894,950 Jamie Morse (JIM), Weston-Super-Mare
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430,500 Michael Pearson (MP), Staiths, Cleveland
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1,560,000 Stu, Melton Mowbray, Leics
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4,931,400 Tim Walker, Brighton
**ROCK 'N' RAGE**
9,999,990 J Stevens, Cranfield, Beds
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940,370 Colin McWhirter, Ballymena, N Ireland
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3,410,740 Adam Tew, Brentwood, Essex
**SECRET AGENT**
675,300 Adam Davidson, Manchester
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203,900 Gary Harrod, Poole, Dorset
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1,846,800 Graham Shaw, Loughton, Essex
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3,904,100 Mitch J Slater (SUN), Croydon
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94,710 Nuralem Mozumder, Chelmsford
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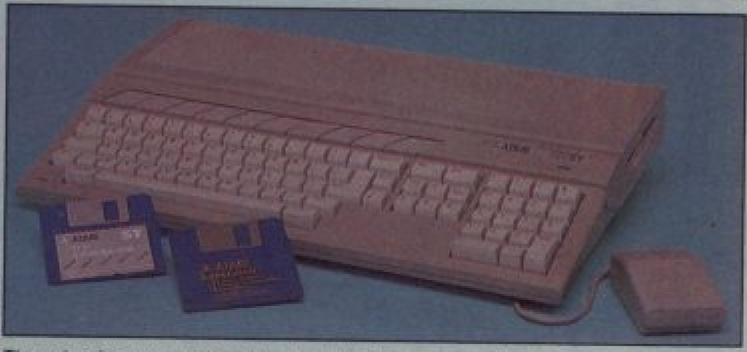
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The range of Atari ST computers offers something for everyone. From the games enthusiast who wants the challenge of the very best in arcade action, to the businessman who wants to make financial forecasts or faultless presentations. The ST offers high quality graphics, sound and speed for the gamer, whilst providing a fast, user friendly and affordable solution to business. The ST is now firmly established in the home environment and boasts a wealth of users in education, local government, television, and a variety of different businesses. Software for the range stretches to cover applications as diverse as ENTERTAINMENT, ACCOUNTS, ART, COMMUNICATIONS, COMPUTER AIDED DESIGN, DATABASES, DESKTOP PUBLISHING, EDUCATION, MUSIC, PROGRAMMING, SPREADSHEETS, WORD PROCESSING and more. For a full list of the software available, as well as details of the ST range, complete and return the coupon below.

*All prices correct at the time of going to press. E&OE*

# 520ST-FM EXPLORER PACK
## WITH BUILT-IN 1Mb DISK DRIVE



The value for money offered by the Atari ST range is reflected in the Explorer Pack featuring the 520ST-FM computer with 512K RAM. The 520ST-FM computer now comes with a built-in 1 Mb double sided disk drive as well as a free mouse controller and a built-in TV modulator. The new 520ST-FM Explorer Pack includes the 520ST-FM computer, the arcade game Ranarama, a tutorial program and some useful desktop accessories. In addition, if you buy the Explorer Pack from Silica, we will give you the Silica ST Starter Kit worth over £200, FREE OF CHARGE. Return the coupon for details of our Starter Kit and of the full ST range.

**£260**

ONLY £2.51 PER WEEK — RETURN COUPON FOR DETAILS

+VAT= £299

+ SM124 mono monitor: £398 INC VAT — + SC1224 colour monitor: £598 INC VAT

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## NOW WITH TV MODULATOR

For the serious home user and the small business, we are pleased to announce a new package based around the 1040ST-FM. The 1040ST-FM has 1Mbyte RAM and a 1Mbyte built-in disk drive. In addition, the 1040ST-FM now comes with a TV modulator built-in. (The previously available 1040ST-F was designed for use with a monitor only and did not come with a modulator.) This modulator allows the 1040ST-F to be plugged directly into any domestic TV set, and comes complete with a lead to allow you to do so. The new 'Professional Pack' from Silica includes the new 1040ST-FM with modulator plus four high quality software packages including a spreadsheet, database, word processor and programming language. This 'Professional Pack' software will enable you to get straight down to business with your new computer. In addition to this software (worth £384.84), if you buy the Professional Pack from Silica Shop, you will also receive the Silica ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for further information.



**£499**
INCLUDING VAT

| | | |
|---|---|---|
| ATARI 1040ST-FM | (Computer) | £499.99 |
| VIP PROFESSIONAL | (Spreadsheet) | £149.95 |
| MICROSOFT WRITE | (Word Processor) | £149.95 |
| SUPERBASE PERSONAL | (Database) | £59.95 |
| BASIC DISK & MANUAL | (Language) | £24.98 |
| | NORMAL RRP: | £884.82 |
| | *LESS DISCOUNT:* | -£385.82 |
| | PROFESSIONAL PACK PRICE: | £499.00 |

With SM124 mono monitor: £598 INC VAT
With SC1224 colour monitor: £798 INC VAT

# 2Mb & 4Mb MEGA ST

The MEGA ST computers are styled as as lightweight keyboard with a separate CPU, connected by a coiled telephone style cable. There are two versions of the MEGA ST, one with 2Mbytes of RAM and the other with 4Mbytes. Each version has a 1Mbyte double sided disk drive built-in to the CPU unit. The MEGA ST's do not come with modulator built-in and must therefore be used with a monitor. With every MEGA ST purchased, we will add the 'Professional Pack' software (worth £384.83) detailed above, plus the Silica ST Starter Kit (worth over £200) both Free Of Charge. Return the coupon for further details.

**2Mb MEGA ST — £899 INC VAT**
+mono monitor = £998
+colour monitor = £1198

**4Mb MEGA ST — £1199 INC VAT**
+mono monitor = £1298
+colour monitor = £1498



# DTP PageStream £149 +VAT =£171.35

Desktop Publishing (DTP) is one of the fastest growing applications for personal computers. We are pleased to announce a powerful low cost package for the Atari ST called PageStream. PageStream costs only £149 (+VAT=£171.35) and, because it works with an Atari 1040ST and a Seikosha SP-180AI printer, you can be up and running with a complete system for less than £1000. Some of the features of PageStream are listed to the right. If you would like further information on this program, complete and return the coupon below, ticking the 'DTP' box in the corner.

- TEXT-FLOW AROUND GRAPHICS
- ROTATION OF TEXT & GRAPHICS
- SLANT OR TWIST ANY OBJECT
- POSTSCRIPT COMPATIBLE
- TAG FUNCTION
- AUTO/MANUAL KERNING & HYPHENATION
- GROUPING OF OBJECTS

# WHY SILICA SHOP?

Before you decide when to buy your new Atari ST computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer and expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Atari ST related products in the UK, a full time Atari ST specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years with an annual turnover in excess of £8 million and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. But don't just take our word for it. Complete and return the coupon below for our latest literature and begin to experience the Silica Shop specialist Atari service.

***SILICA STARTER KIT:*** Worth over £200, FREE with every Atari ST computer bought from Silica.

***PROFESSIONAL PACK:*** Free business software with 1040ST-FM and MEGA ST's bought from Silica.

***DEDICATED SERVICING:*** 7 full-time Atari trained staff with years of experience on Atari servicing.

***THE FULL STOCK RANGE:*** All of your Atari requirements from one place.

***AFTER SALES SUPPORT:*** The staff at Silica are dedicated to help you get the best from your ST.

***FREE CATALOGUES:*** Mailed direct to your home as soon as we print them, featuring offers as well as all of the new releases.

***FREE OVERNIGHT DELIVERY:*** On all hardware orders shipped within the UK mainland.

***PRICE MATCH PROMISE:*** We will match competitors on a 'same product same price' basis.

***FREE TECHNICAL HELPLINE:*** Full time team of Atari technical experts always at your service.

## FREE SILICA STARTER KIT WORTH OVER £200

WITH EVERY ST - RETURN COUPON FOR DETAILS
ALL PRICES QUOTED INCLUDE FREE UK DELIVERY

# DO YOU OWN AN ATARI ST?

If you already own an Atari ST computer and would like to be registered on our mailing list as an ST user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist ST service that is second to none.

# SILICA SHOP:

**SIDCUP (& Mail Order)** 01-309 1111
*1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX*
*OPEN: MON-SAT 9am - 5.30pm* — *LATE NIGHT: FRIDAY 9am - 7pm*

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To: Silica Shop Ltd, CVG03/90, 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX

## PLEASE SEND FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: ........ Initials: ........ Surname: ........................

Address: ........................................

........................................

........................................

........................ Postcode: ........................

Do you already own a computer
If so, which one do you own? ........................

DTP ☐


THE CORPS.
PACIFICATION STERILIZATION DISINTEGRATION
843rd UNPSMC
THEY'RE STILL FRESH... NOT MORE THAN 12 HOURS. LOOKS LIKE THEY WERE ATTACKED BY SOME KIND OF ANIMAL...
ANIMAL?!.. WHAT KIND OF ANIMAL RIPS A HOLE IN A TRANSPORT?..
A BIG ONE... OR A HUNDRED LITTLE ONES. EVERYBODY STAY ALERT...
CHRIST!.. LOOK AT THE ROACHES - THEY'VE SUCKED HIM DRY...
DON'T LOSE YOUR LUNCH, MAC...
FORGET THE STIFFS... PRIORITY ONE IS PINPOINTING THEIR DATA...
NO SMALLARMS FIRE... NOTHING TO SUGGEST THEY KNEW WHAT WAS HAPPENING...
BLOODY HELL, KIRBY... THIS WAS SUPPOSED TO BE A SIMPLE L AND R...
HEY - NICE BLADE! PEARL HANDLE, SILVER INLAYS... SPOILS OF WAR...
YOU WON'T MISS IT NOW, PAL...
SERGEANT - THE TAPE'S HERE... THE SEAL'S STILL INTACT. IT'S NOT BEEN TOUCHED...
I'M GETTING A REAL BAD FEELING ABOUT THIS. LIEUTENANT, LETS CALL UP THE DROPSHIP AND GET A SHUTTLE DOWN HERE... EVAC THESE BODIES BACK TO MED-LAB--


AAAAARRGH
ELWAY, PFEIFFER, REPORT IN... WHAT'S HAPPENING OUT THERE?..
SCHWARTZ, HOLD YOUR POSITION... EVERYBODY ELSE, OUTSIDE!
SHIT.
AW, MAN... THIS AIN'T REAL!..
THE QUICK AND THE DEAD, MY FRIENDS...
WHICH ARE YOU..?
AR ROOOO
TO BE CONTINUED...

# ADVENTU

**It's adventure time again, as Keith Campbell once more looks at the wild 'n' wacky world of games that don't require joysticks.**

Adventure games are rather like books - a good one will continue to be enjoyed for as long as there is a computer on which it can run. Pleas for help with golden oldies are not uncommon in the Helpline, but a letter from Robert Sanders of Bishop Auckland, engulfed me in a wave of nostalgia!

"It has been a while since I wrote to you asking for help with Acheton..." he wrote. It seems Robert has been seeking the Satin Turban for the past three years or so. "Can you PLEASE help somehow as I only need to find this treasure to complete the game." I can't, but surely there must be someone out there with a BBC micro not yet consigned to the garden shed, who can put Robert out of his misery?

Robert's next problem from the adventure museum: "Can anyone help me to get the Special Vehicle and Authority Card in The Pen and the Dark?" If anyone can it has to be me, Robert, as you will see months back when he was at C+VG on "work experience", says: "The reason is probably because there isn't one!" He goes on to explain that there are TWO Madonnas. The if you look at the credits on the packaging! To check out the answer, look in the A-Z Clues section.

We're still walking down memory lane, and Robert would also like to hear from anyone who has finished Valley of The Pharaohs and remembers how to take the obelisk and how to reach the Strange Round Room. And finally, Robert asks if anyone knows how many moves it takes to collect all the treasures in Scott Adams' classic Strange Odyssey, and dock with the mother ship, which he can't find.

In January, Sharon Nixon could not find a hole in the orb in Mortville Manor. Steven Sargent, who supplied the clues for this game a few first, in the chapel, has nothing to do with completing the game. The important Madonna is in a secret passage in the cellar.

Paul Hardy cannot get the keys in Myth! He has managed to get Charon and Death to play cards, and hung the shields on the wall. He keeps glancing into the shields, but still he cannot win the game. Is it just pot luck, or does Paul need to brush up on his Blackjack?

In another world, Paul's valuables have been stolen by an invisible knight. Is there a way of getting past him? The world is Camelot and the game is Arthur.

Anybody heard of an adventure called The Kristal? Marcos Moro of Sydney wants to know how to get into the palace.

Someone's trying hard to get into Rose Cottage, the garage, and the Manor, in Personal Nightmare. He's the Lonesome Fugitive, from Kenilworth, who could also do with a loan to send off a roll of film he wants to get developed. "What's more irritating?" he asks, "the problems or the never ending swapping of disks?"

Don't just sit there and get irritated! If you have a problem, complaint, or a few clues, write to me at Adventure Helpline, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. A stamped addressed envelope helps to speed a personal reply back to you!





## ROLE CALL

What does the Sorcerorstaff do? Why does a greater demon attack the party? Why are the old men called Freds? What spells do the higher level summonings cast? What do you type in for the Magic Mouth in Mangar Level 3, to exit? That's what Neil Drage of Rushden wants to know, and the game he wants to know it about is Bard's Tale I.

But help is at hand for three other lost Bard's Tale explorers Craig Sutherland, Jon Hooper, and David Beukelear. And anyone else, for that matter, trying to get into, out of, or find a silver triangle in Kylearan's Tower. The amazing Jim Laver has come to the rescue! His answers will be found in the clues section.

And now it's Jim's turn to seek help, but this time the game is Ultima V. According to Sintek, says Jim, the Shadowlords must be thrown into the three eternal flames. "But how can you do this if you haven't a body or anything to put into it?" he asks.

## ADVENTURES ON THE SPECTRUM

**Written and Published by Mike Gerrard.**
**Price: £4.95 + 5p postage and packing (UK) £4.94 + £1.05 postage and packing (elsewhere). From: Mike Gerrard, PO Box 7, Ramsey, Huntingdon, Cambridgeshire PE17 2UZ**

# URE

For the Spectrum adventure fan, this book is a must. Mike is a well-respected and much loved adventure columnist, who as well as writing a regular monthly column in another magazine, has in the past written in numerous different computer monthlies, as well as occasional articles in the Times and Guardian. That on top of several other books on adventure, plus a couple of games.

Written in Mike's easy going and lightly humorous style, Adventures on the Spectrum is a 126 page paperback book that gives a brief introduction on the art for the complete newcomer. It follows on with the history of adventure gaming, the low-down on writing and publishing your own adventure games, and a guide to the clubs and fanzines currently available.

However, the bulk of the book consists of solutions to over forty Spectrum adventures, ranging from recent mega-games like Corruption, to golden oldies like Sorcerer of Claymorgue Castle, Hobbit, and Circus. The format of the solutions varies from game to game, depending upon the most effective form for each particular game.

Mike produced the whole thing himself, reducing his printer output from A4 to A5 size, sending the whole lot off to the printers, and keeping his fingers crossed he had got the margin size correct! He had, and the result is a handy 128-page reference book for hardened adventurers, and the sort of companion with which anyone taking up adventuring for the first time could be confident that they wouldn't end up stranded half way through a game.

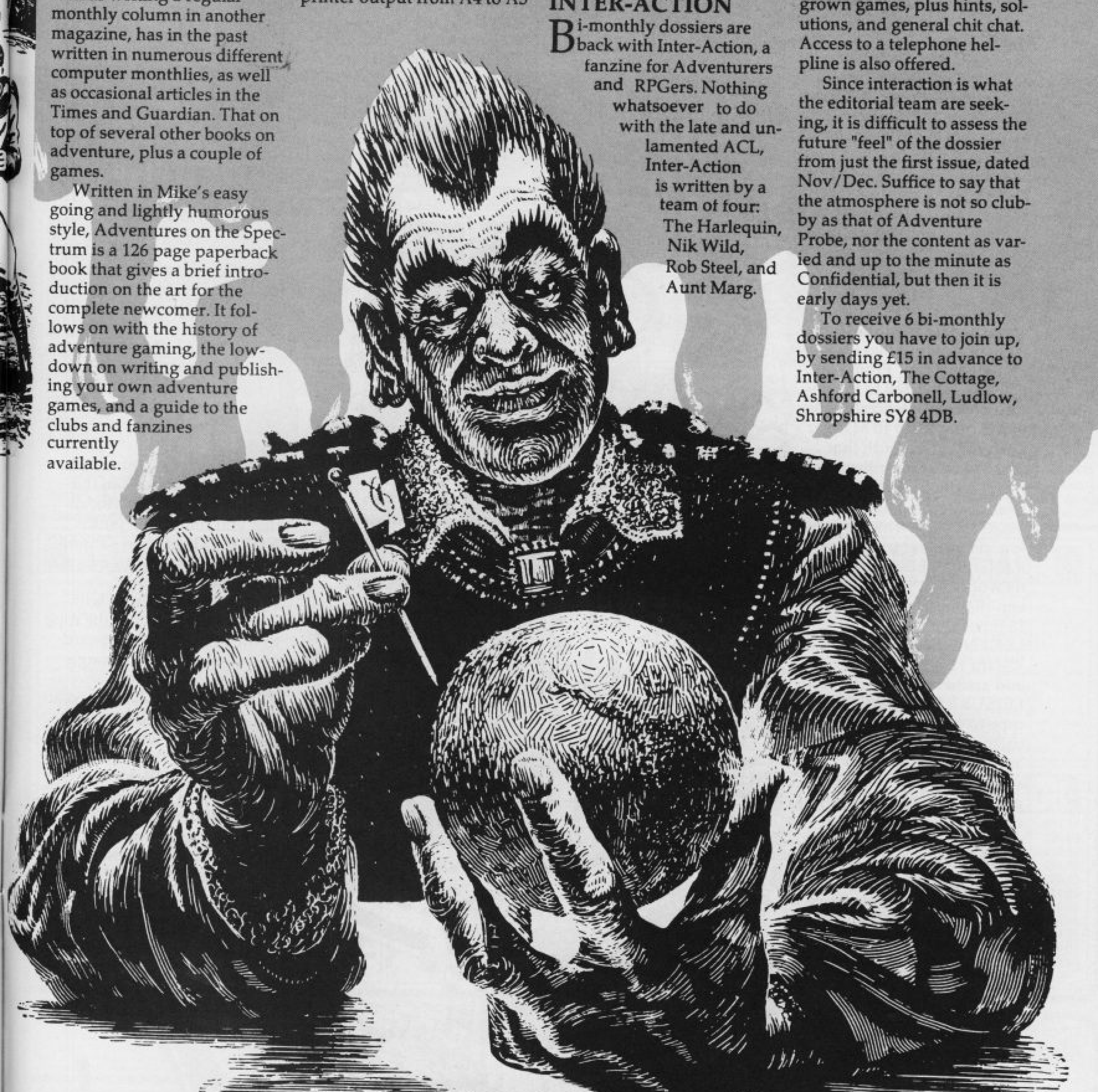
## INTER-ACTION

Bi-monthly dossiers are back with Inter-Action, a fanzine for Adventurers and RPGers. Nothing whatsoever to do with the late and unlamented ACL, Inter-Action is written by a team of four: The Harlequin, Nik Wild, Rob Steel, and Aunt Marg. The former three are past writers for Newsfield magazines, whilst Aunt Marg, it seems, has been taken on as a supplier of biscuits and tea to the team.

Inter-Action is usual fanzine (half A4) size, and 44 (the press release says "at least 50") fairly stiff pages thick, with a better print quality than most. It offers adventure and RPG reviews of both commercial and home grown games, plus hints, solutions, and general chit chat. Access to a telephone helpline is also offered.

Since interaction is what the editorial team are seeking, it is difficult to assess the future "feel" of the dossier from just the first issue, dated Nov/Dec. Suffice to say that the atmosphere is not so clubby as that of Adventure Probe, nor the content as varied and up to the minute as Confidential, but then it is early days yet.

To receive 6 bi-monthly dossiers you have to join up, by sending £15 in advance to Inter-Action, The Cottage, Ashford Carbonell, Ludlow, Shropshire SY8 4DB.



# CLUES A

## CURRENT PROBLEMS

**With thanks for the help to: Steven Sargent, Salfords; The Lonesome Fugitive, Kenilworth; Paul Hardy, Sheffield; and Jim Laver, London Colney.**

**BARD'S TALE I**: The Review Board is in a house in Trumpet Street. You can't get in through the gates in front of Kylearan's Tower - teleport there from the top of Harkyn's Castle. To get out, there is one door in the three rooms that are identical that leads to a small hallway. From here, you are teleported to the wizard Kylearan, who will give you the onyx key to Mangar's Tower. Find a mouth that says: "Name the endless way." A door will then appear in another part of the maze, through which will be found the silver triangle.

**BARD'S TALE III**: In Kinestia workshop, turn the right key 18 times and the left key 15 times.

**LEGEND OF THE SWORD**: Kill the turtle with the bow and arrow.

**LEISURE SUIT LARRY**: Tie rope to your waist and the balcony outside the hooker's, and use the hammer to smash the window to get the pills. Give the pills to the girl on the 8th floor, and then press the button on her desk.

**MORTVILLE MANOR**: To get into Julia's room search under the pillowcase in Leo's room for the keys. Leo's room is on the landing, on the same side as your own. Locate it by finding Leo in it at some time (try at night).

**PERSONAL NIGHTMARE**: Use the sledgehammer from the shed on the iffy looking bit of wall, a few times. Look through your books in your room in the Vicarage. Get a pair of trousers out of the washing machine in the pub kitchen, at night. Be very quick about it.

**SAVAGE ISLAND (1)**: Keep the bear at bay by evaporating tidepool water on the hot ledge, and giving the resultant salt to the bear.

**THE PEN AND THE DARK**: Visit the Pen and discover what you can about temperature and gravity. Then visit Courtney's office for authorisation card

## THE PAWN

**Almost all you need to complete this classic first adventure from Magnetic Scrolls.**

**ADVENTURER**: Beat him to the blue key, or kill him before he gets there.

**ALCHEMISTS**: Give them rice. Give them your lead. Read their tomes by casting a spell on them.

**BALLOT BOX**: Vote for Gringo.

**BLUE KEY**: Look under the pedestal. Opens two doors but can only be used once.

**BOULDER AND ROCKS**: Tie the rake to the hoe with your shirt, and lever the boulder with them. Climb over the rocks.

**CHEST**: Get it by speaking to Kronos (see KRONOS). Use it to kill the Adventurer (see ADVENTURER)

**COIN**: Search thoroughly the settee in the tree house.



**DEVIL**: Ask him about life in hell and then carry out the task he sets you.

**DRAGON**: He's very short sighted. Point to the shadows and then shine the white at them to get past him.

**GATES OF HELL**: Keep knocking until they are opened. Tip the porter with his favourite tipple before proceeding.

**GURU**: Cover your wristband with your shirt to stop him laughing. Take his rice. Go up the mountain and fill the bowl with snow. Return and give the water to him.

**HONEST JOHN**: Buy a couple of items you might find useful in Hell. (You need the coin).

**JERRY LEE LEWIS**: He's hot and thirsty.

**KRONOS**: Say hello when you meet him and ask him about the wristband. Kill him with the potion given to you by the devil. Take his soul before he dies, using the appropriate spray.

**LAVA WALL**: Break it.

**LEAD**: Found at the bottom of the tree house (see LIFT). Use the trowel to excavate.

**LIFT**: Slide the door to open it.

**LIGHT**: After carrying out the guru's task, look in the stump in the forest. Mix all that you find in the pouch.

**NOTE**: Take it from Kronos and show it to the guards at the palace.

**PAPER WALL**: Cut it with something sharp. Tie the rope to the hook in the cupboard and climb down it through the paper wall.

**PEDESTAL**: Push it to reveal what's underneath.

SAFE: Open it with the blue key.

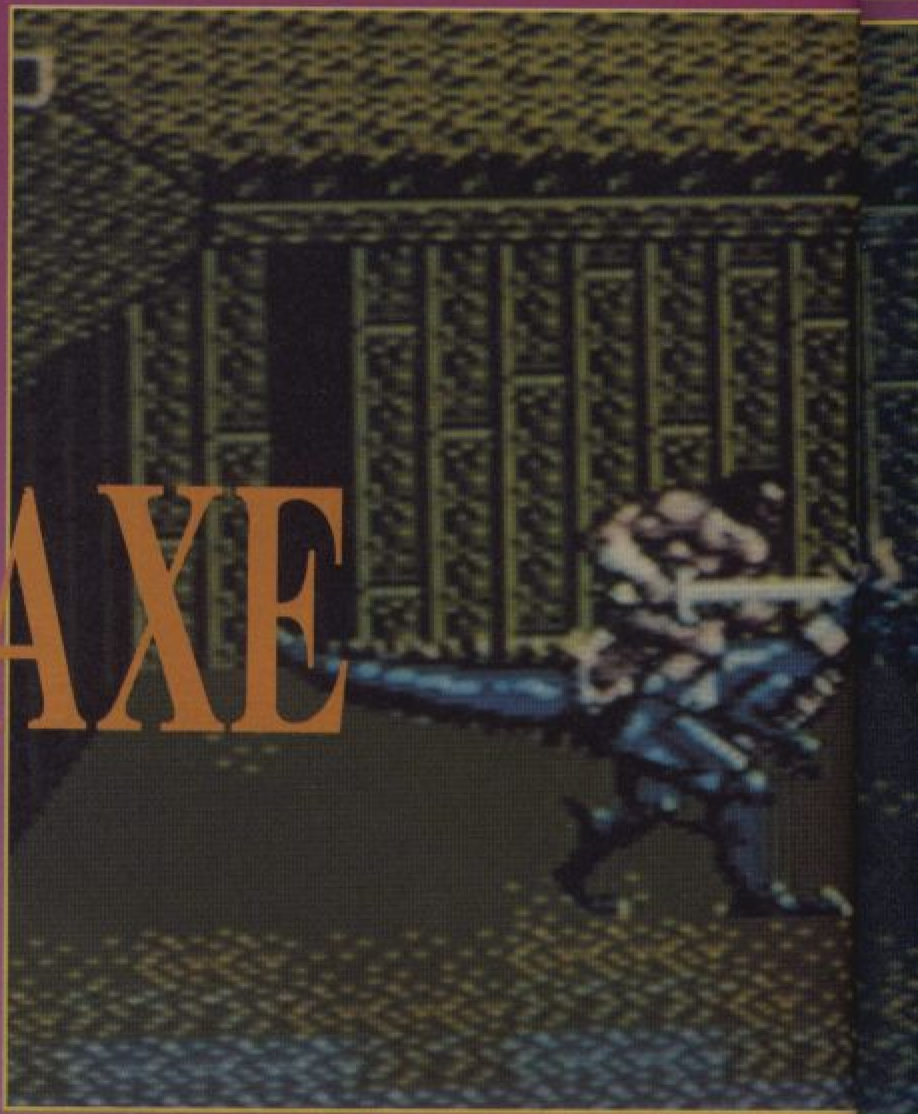
**SNOWMAN**: Throw the white at him to get past.

**TREE HOUSE**: Close the door behind you, and push the floorboards to enter the house proper.

# Z

MEAN MACHINES

# GOLDEN AXE



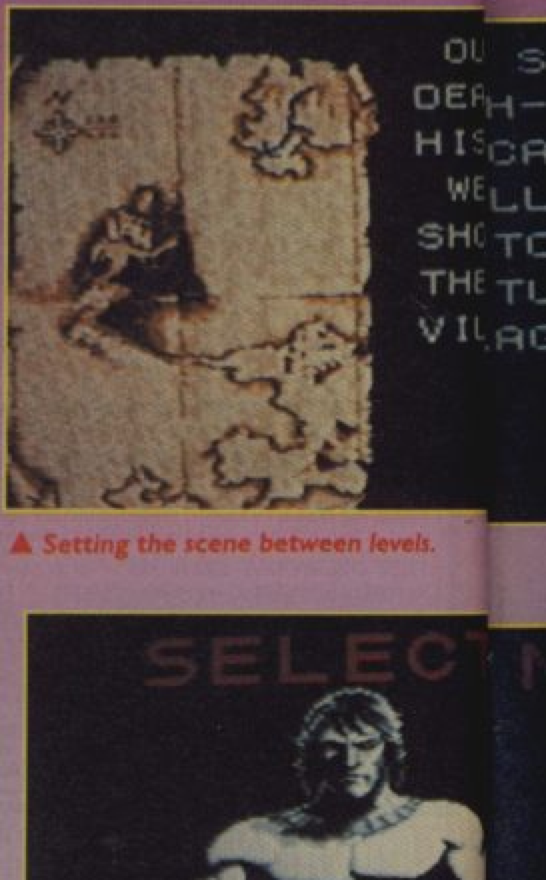
One of Sega's newest arcade beat 'em ups is Golden Axe, a game in which you get to guide one of three characters, Barbarian, Amazon or Dwarf, through hostile territory on the way to wrest the Golden Axe of the title from the clutches of an evil demon. In this Sega conversion, you can only play the Barbarian, but everything else from the coin-op has been included in this hack 'n' slash fighting game.

The mission starts on the road to Turtle Village. Enemy creatures attack almost immediately and attempt to wear down the hero's energy bar. He can defend himself by slashing with his sword, shoulder charging or even picking them up and hurling them around the screen - but

▲ Surely nobody can stop you on your




▲ The barbarian calls down Thunder power to do over two hammer-wielding giants.

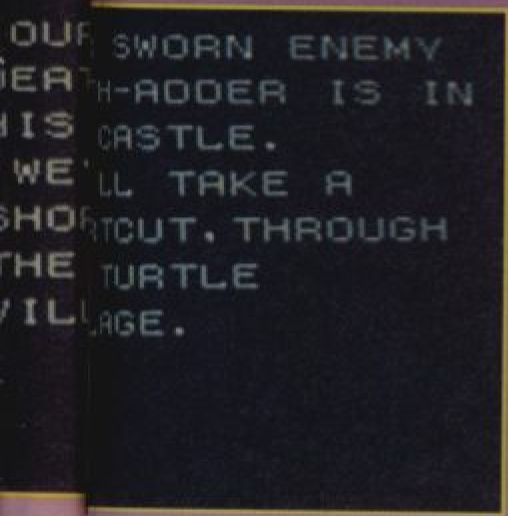


▲ Setting the scene between levels.





...ebreathing dragonet?




▼ The barbarian chooses earthquake power.







▲ It's Death Adder, and he's wielding the eponymous Golden Axe!

they need to be hit many times before they die.

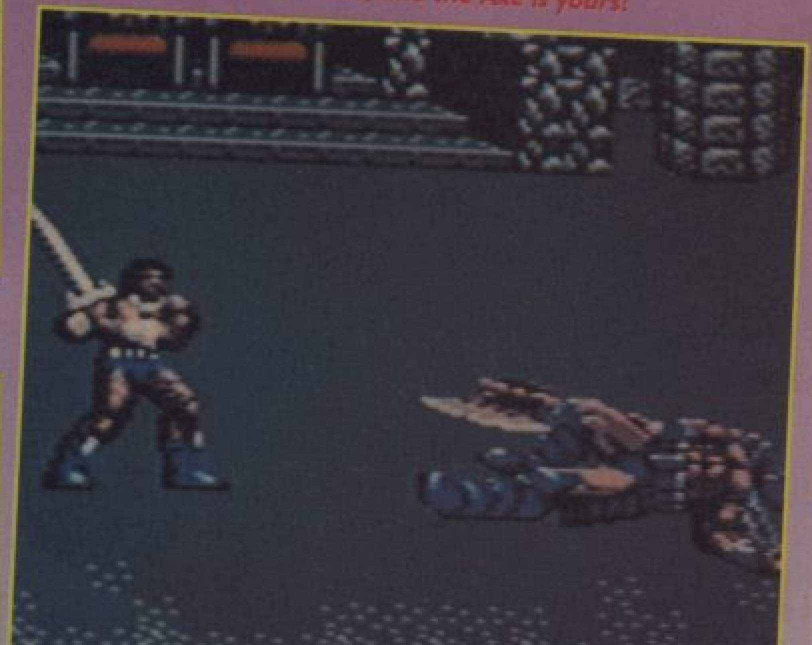
Travel further and dinosaur riders enter the fray - knock off the rider and you get the chance to leap on the back of the dino and really do some damage to the enemy! Later in the game there are also flame-spewing and fireball spitting dinosaurs upon which you can wreak havoc!

At the end of the level are two Rock Trolls - beat them and you go onto the next, tougher level. As you progress towards the evil demon's castle, you battle giant knights, skeletons and barbarian women - and at the end of the last level you finally get the chance to confront the massive axe-wielding demon himself. It's an all-out battle and there can be only one survivor...

## UPDATE

*The Megadrive version of Golden Axe is on its way over from Japan as we speak. Expect a full review next month.*

▼ Death Adder is no more, and the Axe is yours!



C+VG HIT!

## SEGA
## £24.95

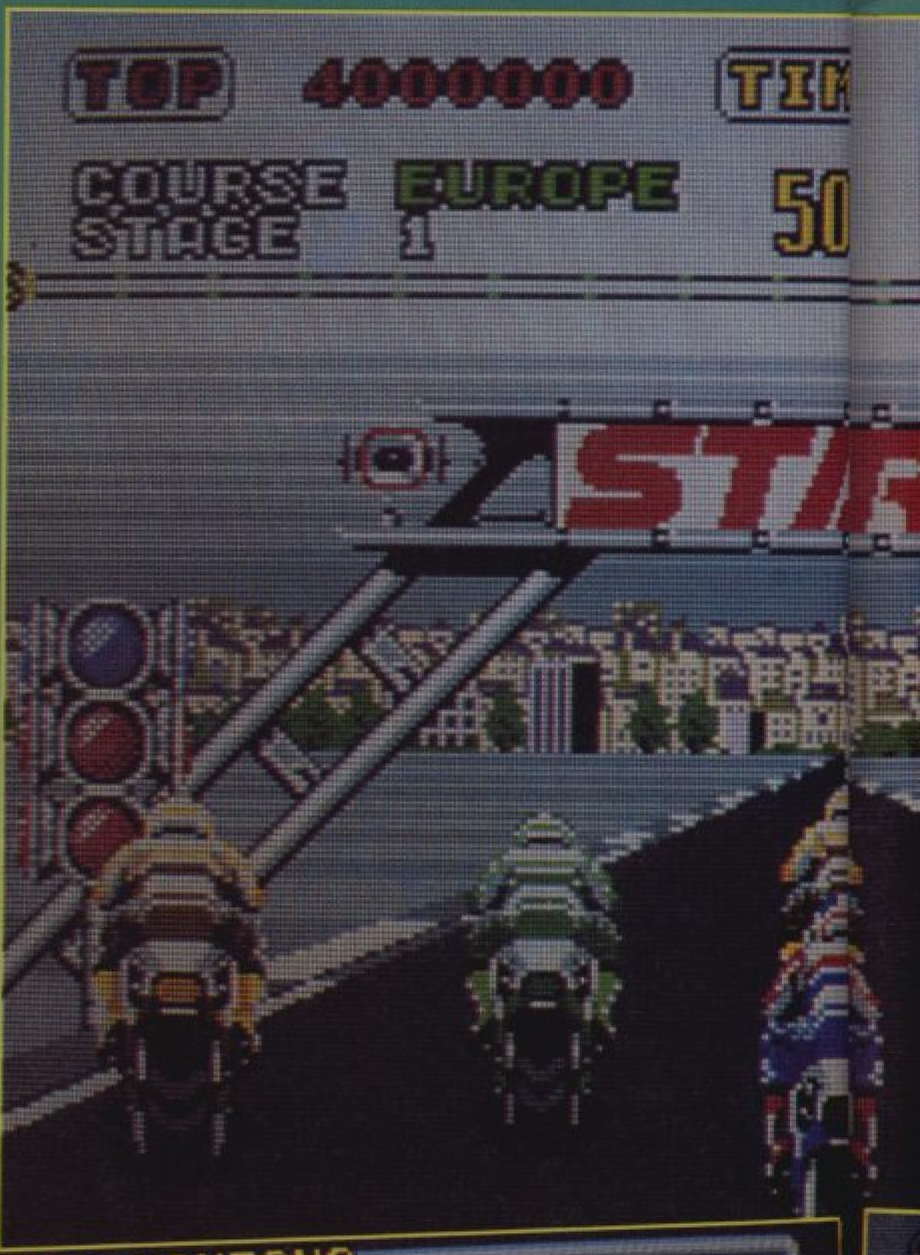
*When a game contains stuff like slashing the kneecaps off giants, throwing orcs around the screen, smacking little pixies around the bonce and riding a whippy-tailed dinosaur into battle against demonic hordes you know it's going to be a whole load of fun. And Golden Axe is just that. It's by far the best fighting game I've played on the Sega, combining large, superbly drawn and animated sprites and demanding gameplay. The action starts out easy, but later levels are very tough indeed, requiring sharp reflexes and ferocious fighting skills as you fend off attacks from all angles! But because the action is highly enjoyable, you just keep coming back for more - it's accounted for my losing many hours of sleep! If you like the arcade game, or just enjoy a good slash 'em up, put this right at the top of your shopping list.*

***JULIAN RIGNALL***

| | |
|---|---|
| GRAPHICS | 91% |
| SOUND | 90% |
| VALUE | 87% |
| PLAYABILITY | 90% |
| OVERALL | 89% |

MEAN MACHINES

# SUPER HA

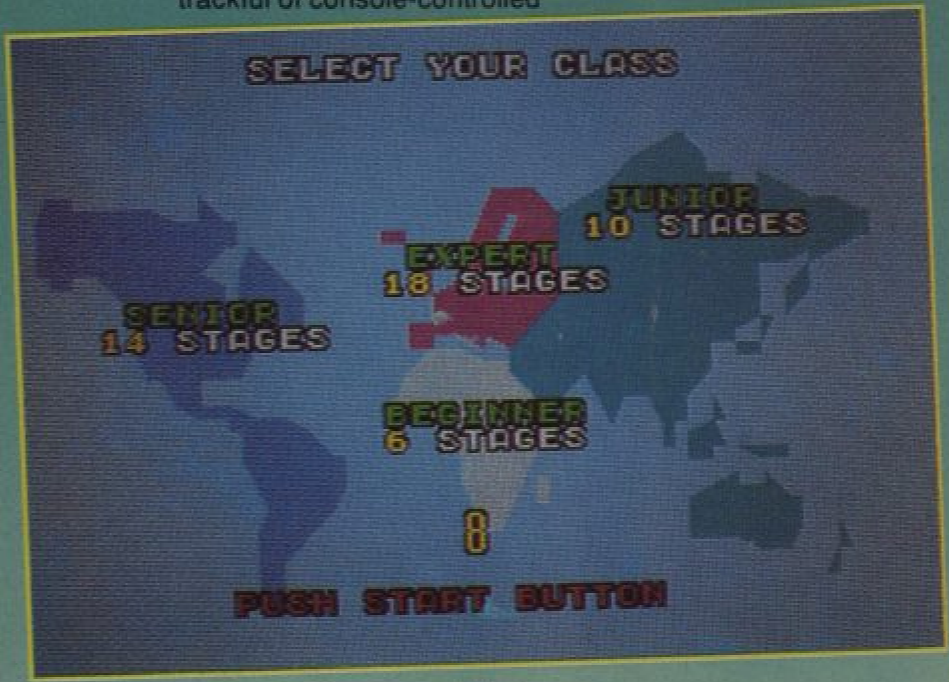



BY SEGA

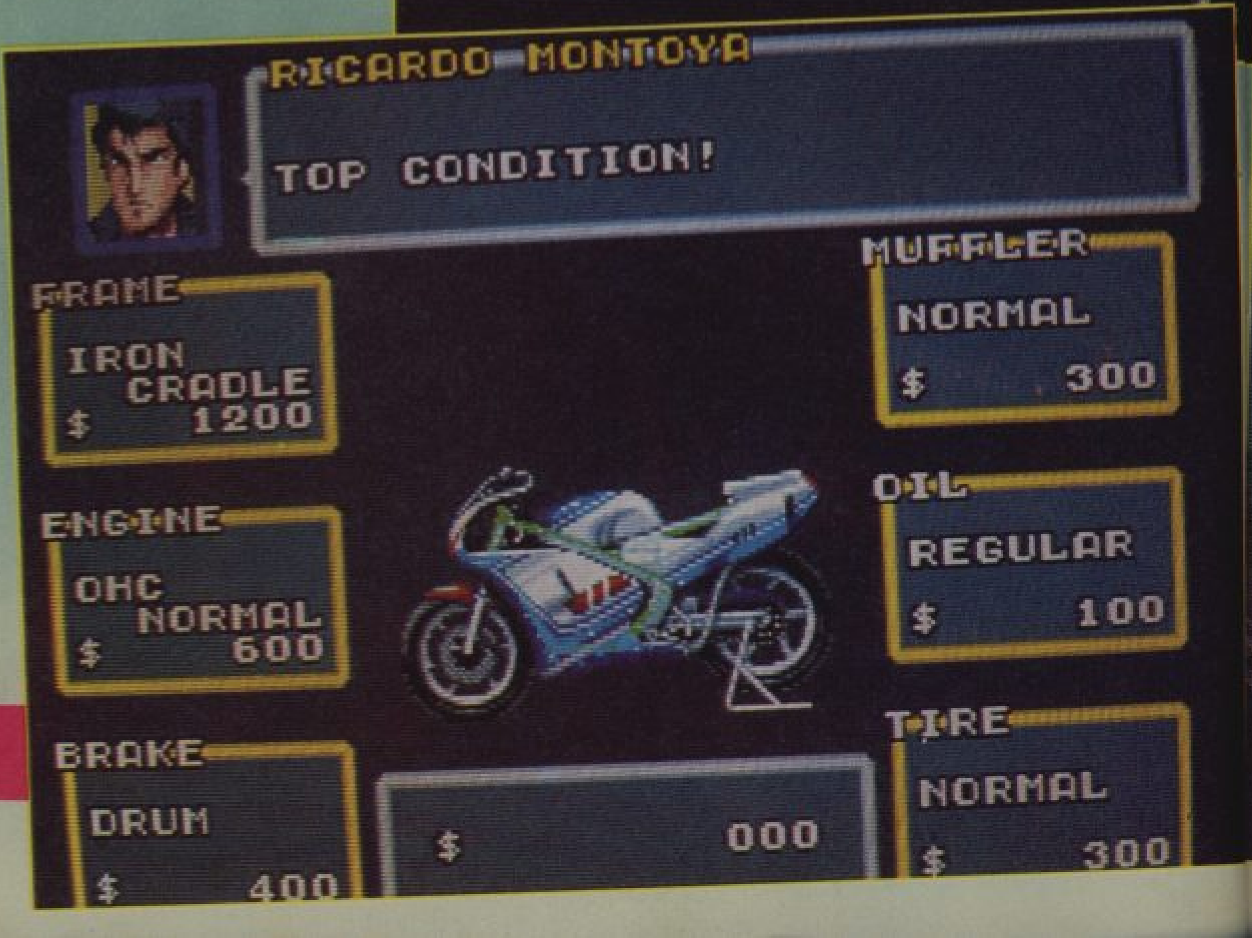
Super Hang-On is a motorcycle tournament played across the four continents of Africa, Asia, America and Europe. Each continent represents a different level of difficulty, getting harder respectively.

On each one there's a trackful of console-controlled bikers to race against, and the object is to reach the finish line within the allotted time. Each course is split into stages, and you simply have to complete the stage within the time limit to go on to the next - any time left over is added to the next stage's limit. To assist in your pursuit of the chequered flag, there's a turbo button attached to the bike which can boost your speed when necessary.

As well as the main game, a freebie game is also included on the cartridge, in the form of a one-on-one race between you and a console biker. Beginning with a rub-




▲ *Choose your racetrack, but be warned - expert MEANS expert!*




*Your bike may be in top condition, but it's going to cost money to turn it into a decent racing machine.* ▶

# HANG-ON







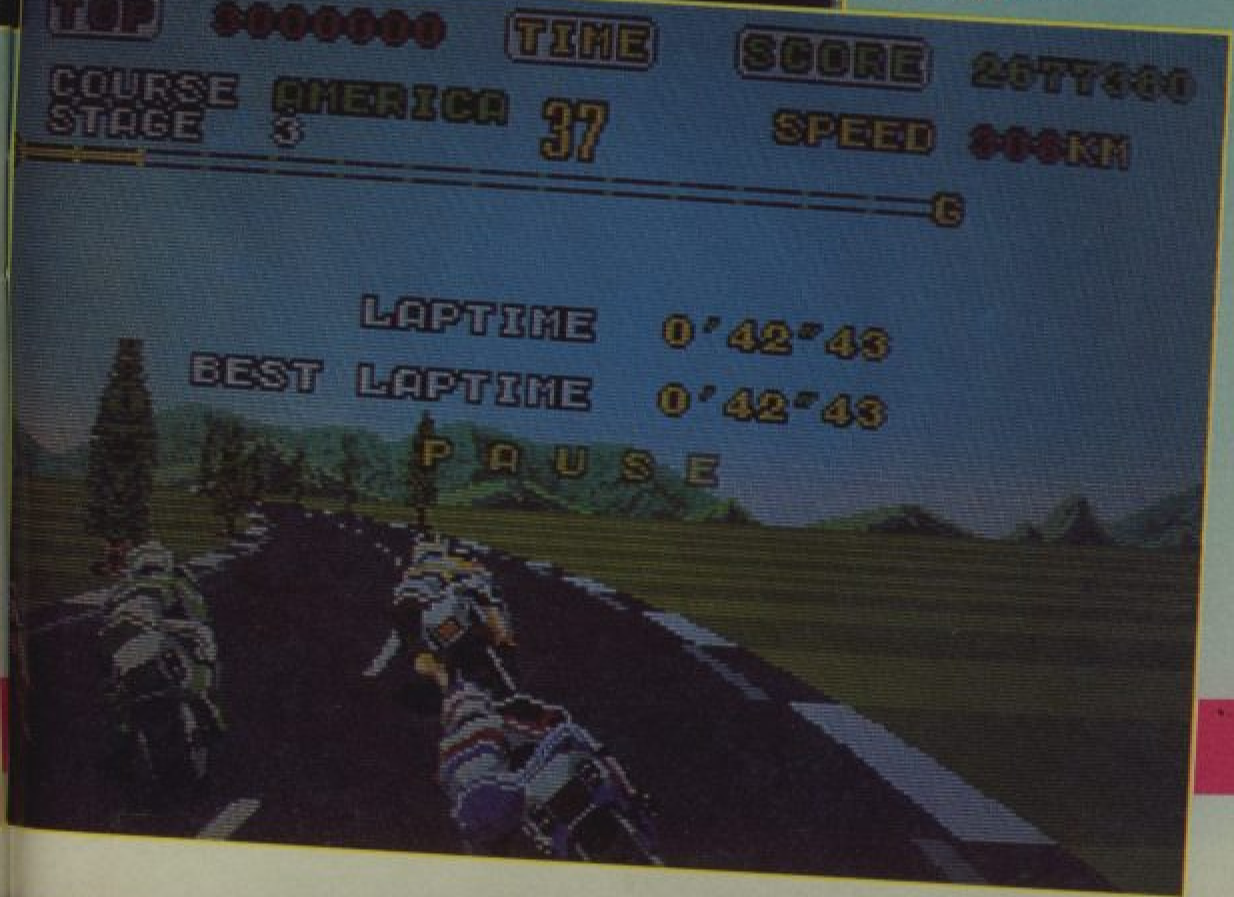
▲ *Aaagh! Another victim of the Bird Bird sign!*

◀ *Eighteen stages of European course lie between you and the finish line! Let's go!*

**C+VG HIT!**

bish bike, money is won each time you beat the opponent, with which you can purchase extra equipment such as wheels, frame, engine and so on. There's a password system which lets you make the contest an ongoing affair - a very neat idea.

▼ *Into a bend on the senior track, and the racers are densely packed.*




## MEGADRIVE
## £31.90

*The Megadrive hasn't seen a driving game of any sort since its release, and when one finally surfaces it just happens to be one of the best ever seen on any home machine, console or otherwise. Graphically, Super Hang-On is nothing short of astonishing - the motorcycle sprites are as big as their coin-op counterparts, I kid you not. That's not all, either. As far as I can see (and I've been playing it for a while) there's very little, if in fact any, loss of speed between the console and arcade versions. The striped road effect, which I've complained so much about over the months, actually works, and to cap it all, the music and effects are as faithful to the original as one could hope for! Super Hang-On is an amazing game; it's as playable as its arcade daddy and it even has a free game which prolongs its life span even more! If Sega can do this with Super Hang-On, it bodes very well for their forthcoming conversion of Super Monaco GP!*

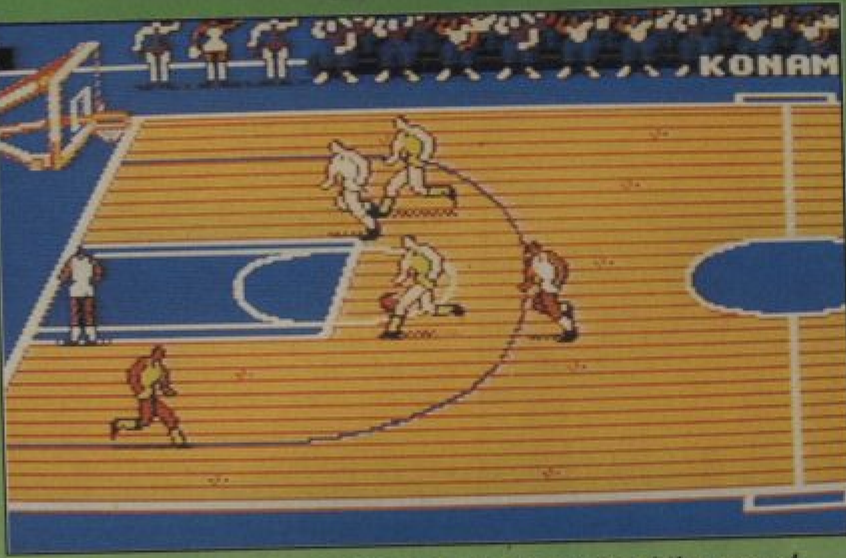
***PAUL RAND***

| | |
|---|---|
| GRAPHICS | 97% |
| SOUND | 96% |
| VALUE | 93% |
| PLAYABILITY | 95% |
| **OVERALL** | **96%** |

# MEAN MACHINES

There are an awful lot of basketball games coming out on consoles lately, and here's one for the Nintendo. A conversion of Konami's Basket Master coin-op, one or two players compete against the machine or each other respectively across the four American cities of New York, Boston, Chicago and Los Angeles. Each match is played through four quarters, using normal basketball rules to slam-dunk the opposition out of the league and push your team a notch closer toward the championships.

As well as three skill levels, there is also the option to vary the length of each tournament between 20, 40, 80 and 120 minutes. A chatty referee blurts out the odd phrase every now and again, and there's even a spot of light entertainment at half-time, when those lurvely, all-American cheerleaders come on and do what all-American cheerleaders do best - look bimboesque and wave fluffy balls around.




▲ *The computer player prepares to shoot, "and the crowd goes wild!"*

BY KONAMI

# DOUBLE DRIBBLE

▼ *"A rather good conversion" says Randy.*




**NINTENDO**
**£29.99**

*Double Dribble is a really rather good conversion of the coin-op, with a lot of sensible front-end options allowing you to alter the gameplay to suit your ability. Once you've got past the jolly screen showing spectators pouring into the stadium, the real task of beating the opposition begins, and what fun it is, too. Player sprites are smashing, much more lifelike than the squat, cartoony figures seen on a lot of similar games recently, and the ball travels most favourably. Unfortunately, there isn't a shadow underneath the ball, and to begin with, placing your man correctly is a hit-and-miss affair, but with practice it isn't too difficult. Sound is a bit of a letdown; the speech is fine as are the, albeit short, tunes, but effects are practically non-existent. Two-player mode is recommended to get the most out of Double Dribble, but if you have no brothers, sisters or friends, one-player can have loads of fun playing this more than pleasing basketball sim.*

**PAUL RAND**

| | |
|---|---|
| GRAPHICS | 76% |
| SOUND | 59% |
| VALUE | 86% |
| PLAYABILITY | 87% |
| OVERALL | 82% |



# ROBO WARRIOR

BY JALECO



Cripes! Another alien invasion? Not if the Robo Warrior has anything to do with it, matey. He's been specially built, to stave off just this sort of event - and no sooner has he been completed than those devilish intruders march in and start terrorising all and sundry.

The aliens have been very cunning in choosing their base sites - each one is situated at the middle of a naturally mazed area, which the Robo Warrior has to clear a path through if he is to have any hope of suppressing the enemy onslaught. Using his supply of bombs and a laser gun with which to deter the baddies guarding the passages, Robo Warrior is fighting against time - if his energy runs out and he has no backup batteries then both he and the future of the planet are, well, up the creek. Luckily extra batteries can be uncovered along the way, as well as bits of equipment including candles, missiles, superbombs waterproof wellies to let Robo wade through water.




▲ *Blowing up trees can reveal hidden stairways...*






## NINTENDO
## £29.99

*Hmmm. Difference of opinion between me and the rest of the folks on this one. I don't like it; the rest of them do. It certainly looks very jolly, even though there's little variation from level to level. And it's very difficult too: perhaps that's why I couldn't get worked up and come out in a hot flush about Robo Warrior - what some people would call a challenge I would term a frustratingly hard game. The "challenge" overcame me at a very early stage, and I quickly found myself getting rather bored with blowing up maze walls and ending up being destroyed by my own bombs. Perhaps the best advice I can give is have a go of Robo Warrior before you dig deep into your wallet - it may grab you by the necessities and not let go: then again, it might squeeze just a bit too tightly.*

*PAUL RAND*

| | |
|---|---|
| GRAPHICS | 74% |
| SOUND | 65% |
| VALUE | 57% |
| PLAYABILITY | 51% |
| OVERALL | 56% |

# MEAN MACHINES

# SHINOBI




▲ *Enemy Ninjas feel the power of Shinobi's magic!*

**BY AKISO**

Panic! Terrorists have captured the children of the world's leaders and due to an administrative error, the nation's security forces have ALL been given the weekend off! In desperation, the powers that be call on The Shinobi, master of mystical and martial arts, Ninja and part-time cabaret singer to rescue the kids, and turn those terrorists to sushi.

On his hunt for the trussed-up young 'uns , Mr Shinobi patrols each sideways-scrolling, split-level stage, dodging gunmen (and their bullets), wall-crawling "Spidermen", other Ninjas and huge Oriental swords thrown by huge Orientals, picking up any trussed-up kids he finds along the way. Shin has an unlimited supply of shuriken stars to see off particularly troublesome bad guys, and he gets one magic mantra per level to bring down various smart-bomb-style cataclysms on his assailants.

▼ *Go in low and you should be able to Shuriken the fat guy before he throws his blade.*




## PC ENGINE £31.90

*After finding Megadrive Super Shinobi to be a drastically revised version of the coin-op, I expected the Engine's "Ordinary" Shinobi to be a pixel-perfect copy. I was surprised to find that the conversion bore a couple of differences which might disappoint fans of the original, the inexplicable lack of the 3D "Shuriken the Ninjas" end-of-level bonus game being one. However, the gameplay doesn't really miss them, so players new to the game should find it an enjoyable and challenging test of reactions. Strangely enough, though, I think that in spite of its cast of Ninja types, beat 'em up fans might be a tad disappointed with Shinobi because the dependence on shurikens for killing the enemy makes the game play more like a Rolling Thunder-style shoot 'em up than a chopsocky fighting game.*

***PAUL GLANCEY***

| | |
|---|---|
| GRAPHICS | 80% |
| SOUND | 78% |
| VALUE | 79% |
| PLAYABILITY | 81% |
| **OVERALL** | **81%** |

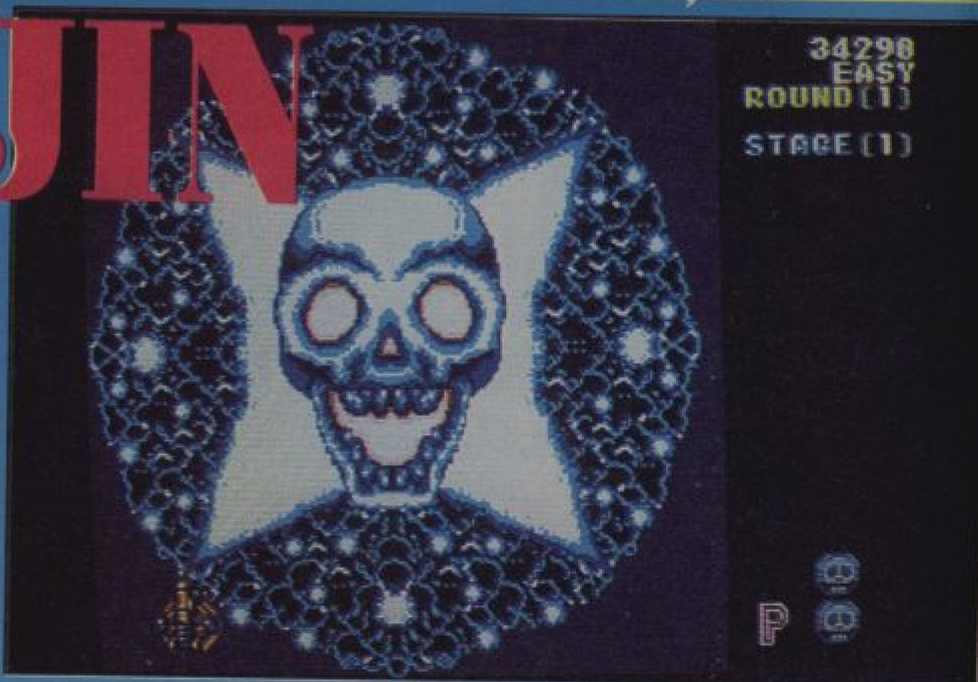
# TATSUJIN

## BY SEGA

If Megadrive owners have been feeling a little miffed over the PC Engine game, Gunhed, fret no longer - for now there's a shoot 'em up for your machine along similar lines.

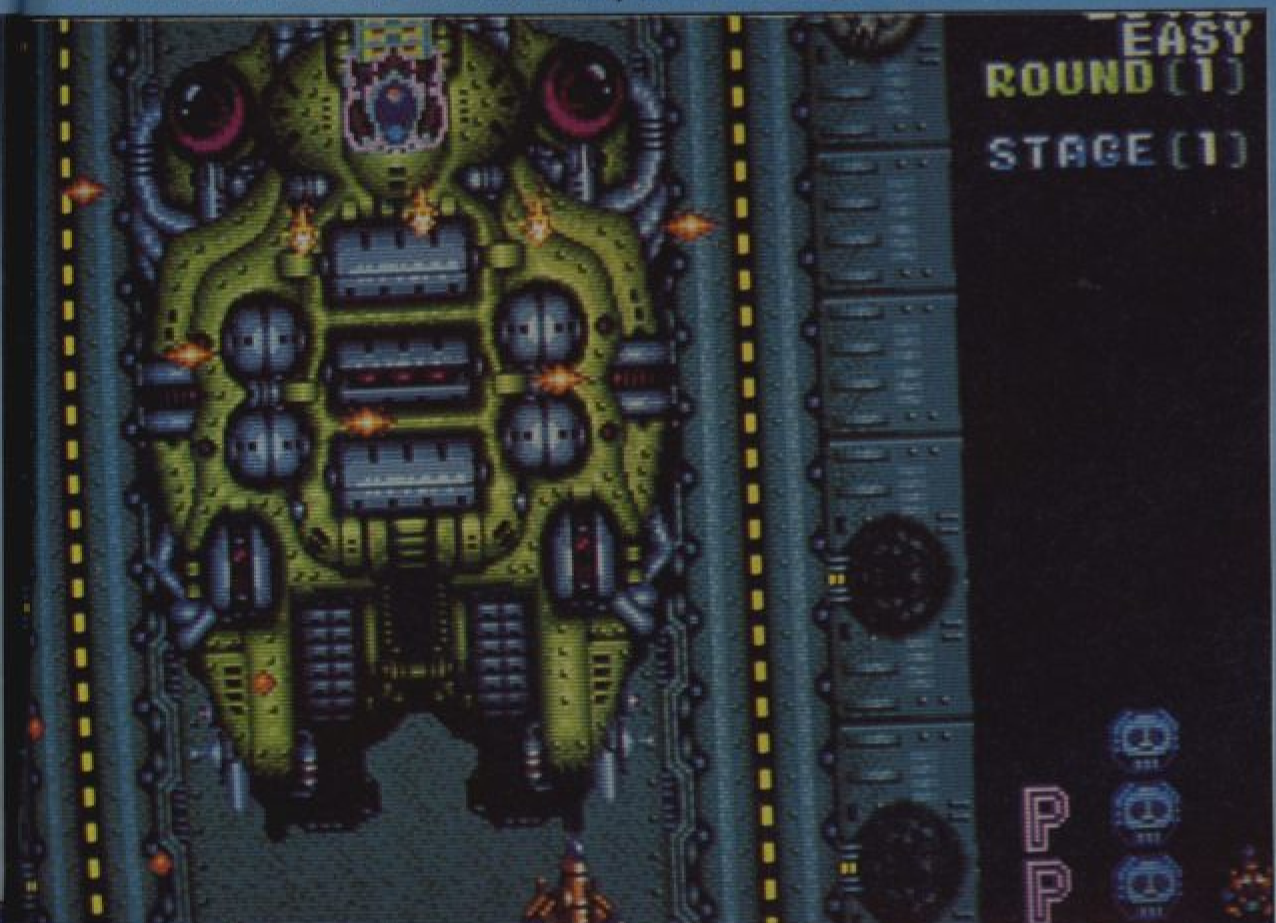
Tatsujin - or Truxxton as it's better known as in British arcades - is a vertically scrolling space shoot 'em up in the best traditions, meaning progressively more powerful weapons, end-of-level guardians and more alien waves than you can comfortably handle.

The battle against the enemy is split into rounds, each round containing several stages. Extra armaments vary from multiple cannons to laser-lightning bolts and photon blasters. As well as weapons, speed-up tokens and smart bombs (of which you own three to begin with) can be picked up along the route by destroying the air and ground-based supply pods. You start with three lives, with a continue option available if you lose 'em all.




▲ *KABOOOMA! Another smart bomb detonated!*

▼ *The turrets are this tank's weakness. Destroy them with a couple of smarts.*






▼ *The lightning laser homes in on the nearest enemy.*




## MEGADRIVE
## £31.90

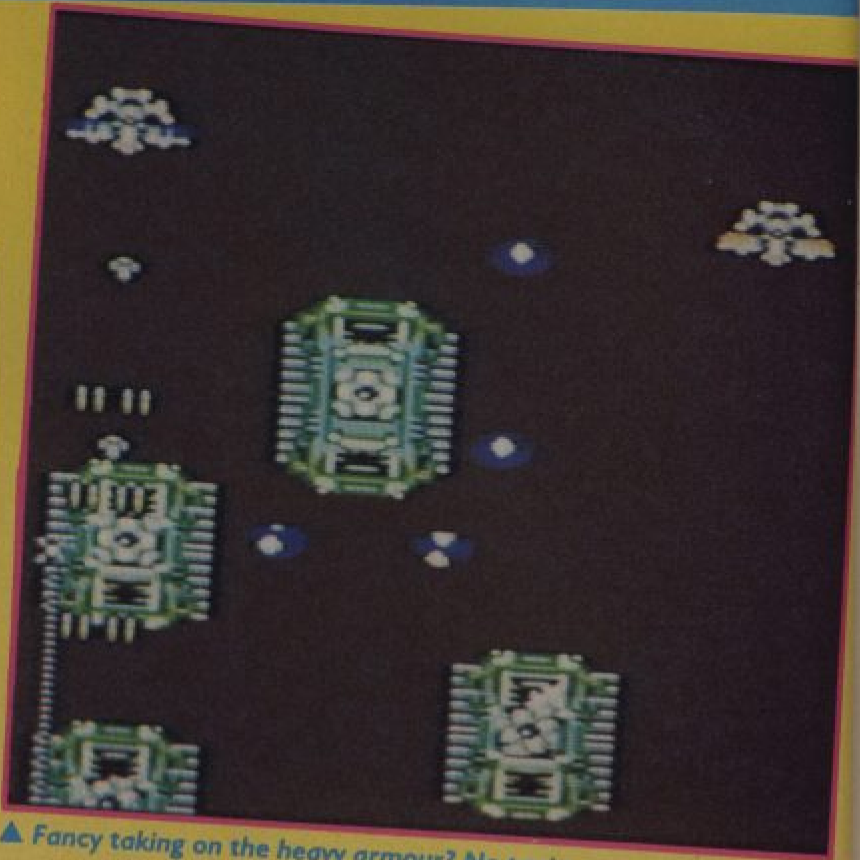
*And here's us thinking that Gunhed was the be-all-and-end-all in console blasters! Tatsujin is an amazing shoot 'em up combining the now-familiar aspects of this type of game and adding mega-smooth scrolling, ultra-fab graphics and well-hard music and sound effects to make a package which at the least matches the quality of the PC Engine title. Using the smart bombs is a visual treat, as an enormous picture of a skull fills the screen, wiping enemy craft from the cosmos, but the sheer number of baddies hassling you at any one time (ie, loads) ensures that you haven't enough time to sit in awe for too long. Not much else to be said really, except that if you're on the lookout for a top-class shooter, Tatsujin's the one for you, me old chums.*

***PAUL RAND***

| | |
|---|---|
| GRAPHICS | 93% |
| SOUND | 93% |
| VALUE | 92% |
| PLAYABILITY | 91% |
| OVERALL | 94% |

# SCRAMBLE SPIRITS

BY SEGA



▲ *Fancy taking on the heavy armour? No tanks...*

Scramble! Scramble! Bandits at two o'clock! Scramble Spirits is a one or simultaneous two player, vertical scrolling shooter in which the players become daring WWIII fighter pilots doing their bit for King and country across six levels of 21st century terror!

Blowing away the enemy fighters scores points, while destroying helicopters gives you a friendly mini-plane which either assists in battle or becomes a kamikaze smart-bomb, flying toward any opposing planes and exploding across the screen. Massive craft guard the end of each stage and these must be trashed (sometimes one bit at a time) before the next level can be tackled. There are bonus stages in rounds one, three and five which reward the player with extra points for disposing of various attack craft.

▼ *An airship splits to reveal these three nasty bombers.*



**SEGA**
**£24.95**

*Just when you think Sega have done away with the Master System's horrible, flickery scrolling, back they go to the bad old days with Scramble Spirits, a coin-op conversion which generally fails to impress. The sprite flicker is absolutely atrocious, making it very difficult to keep tabs on either your plane or the craft attacking it. Graphics themselves aren't very good either, come to think of it, although some of the end-of-level ships are fairly well-drawn. Had presentation been a lot better than it currently is, perhaps I could have enjoyed Scramble Spirits. In its present state, however, no thanks.*

**PAUL RAND**

| | |
|---|---|
| GRAPHICS | 57% |
| SOUND | 59% |
| VALUE | 48% |
| PLAYABILITY | 44% |
| **OVERALL** | **49%** |

# SEGA® *from* Virgin

2-4 Vernon Yard,
119 Portobello Road, London

# MEGA DRIVE WARNING!

*Sega of Japan and Virgin Mastertronic, as the exclusive authorised distributor for Sega in the UK, strongly advise all potential customers against purchasing 'grey' imported 16-Bit MegaDrives.*

*Mega Drives which have already reached the UK have been unofficially converted to run on the PAL system; this work has NOT been authorised by either company and therefore the hardware is NOT covered by any guarantee of safety or workmanship and will NOT receive any after sales service from Sega or Virgin Mastertronic.*

*Sega also announce that 'grey' imported Mega Drives will be incompatible with the software which will be marketed in Europe when the official Mega Drive is launched later this year, and that owners of the 'grey' imports will not therefore be able to run this software.*

MEAN MACHINES

# PC KID



▲ Chomping a mega-kebab puts Kid in invincible psycho mode!

## BY HUDSOFT

Set in prehistoric times, this Wonderboy-style scrolling platform game has the hero, a slap-head baldy called PC Kid, running and jumping his way through many levels, head butting an unbelievably weird load of beasts who run, hop and fly around him.

Each collision with a beastie diminishes energy, but there are loads of fruits to collect to top your total, and there are also kebabs!! Eat one of those and you can kill an enemy with one head butt. Eat a second and you become invincible for a short period of time!

There are a variety of levels, starting off in the Prehistoric countryside. Get to the end of that and it's across a volcanic landscape, followed by a hazardous clamber over the back of a massive dinosaur - get to his head and he opens his mouth, allowing PC Kid to continue his mission through the monster's stomach!! Weird, eh?

And that's only the beginning...



▲ Bean the bronto and dive down his throat.

▼ Do his head in and you've beaten level one!



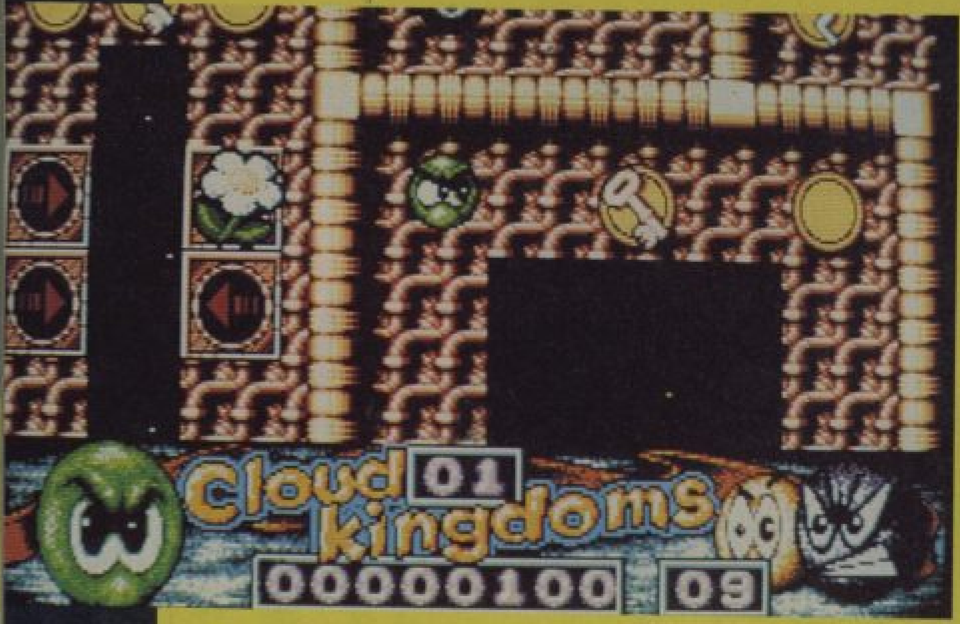
C+VG HIT!

**PC ENGINE**
**£29.90**

*Don't despair when I tell you that PC Kid is another Wonderboy derivative, as it's by far the best you'll ever see - miles better than the original, in fact! The graphics are truly superb - some of the baddies in the game are the most weird and wonderful I've ever seen, with bouncing dinosaurs, smiling dragonflies and huge monsters with centre partings! Music and sound effects are fab, with loads of suitably prehistoric jingles adding to the atmosphere. But what's most important is gameplay - and it's brilliant. Lots of levels (I've found five massive ones up to now) and heaps of angry baddies on each level keep you on your toes from the start, and of course there's the nasty end-of-level big boys to contend with. Engine owners - miss PC Kid at your peril!*

**PAUL RAND**

| | |
|---|---|
| GRAPHICS | 89% |
| SOUND | 91% |
| VALUE | 92% |
| PLAYABILITY | 94% |
| OVERALL | 93% |






# CLOUD KINGDOMS
## LOGOTRON

Cloud Kingdoms, so we're informed by the press release, stars the first injection-moulded, eight-way rolling, rubber bottomed software hero - and who are we to argue? No-one, that's who. Thirty-two cloud kingdoms are yours for the pillaging, as you, the aforementioned bouncy-bummed character, rush around collecting diamonds and fruit while dodging various pitfalls like ice, trapdoors and acid pools! Oo-err, sounds a bit hard, but you can pick up bonus items such as wings, clocks and fizzy pop! Logotron are touting Cloud Kingdoms as a Super Mario beater in terms of addictivess, which sounds a bit ambitious if you ask us. Let's wait and see...

**RELEASE: ST AMIGA PC C64, MARCH**
**PRICE: ST AMIGA £24.99, PC £29.99, C64 £9.99**

# CASTLE MASTER
## DOMARK/INCENTIVE

The latest Freescape effort is a joint venture between Domark and Incentive, and it looks as though it's going to be the best of the lot. Featuring nippy, animated 3D graphics (as opposed to the rather static ones seen in the earlier Freescape games) Castle Master is, predictably, set in a haunted castle, from which you've got to escape before you're grabbed by the ghoulies (snigger). To assist you in your endeavours is a spirit-level (guffaw). Yes, it looks just like a real spirit-level, except that this one's used to check on the number of ghosts

# KID GLOVES
## LOGOTRON

After picking up some old boxing gloves in his uncle's attic, Kid is confused (and quite rightly so, we feel) to find himself mysteriously transported to the heart of the Amazon jungle. His only hope of returning lies in the gloves, but, treacherous items of sportswear that they are, they decide to take him on a trip around the world instead. Jolly platform-packed action is the name of the game in Kid Gloves, which Logotron





# KLAX
## DOMARK

Corky oh-lorky! Is this really the coin-op that everyone raved about when it was launched at the ATEI arcade show in mid-January? Well, yes it is, actually. Over the last few months Domark have secretly been programming home conversions of Klax alongside the development of the fabulous Tetris-like arcade game, with the result that the home versions are practically finished already! Compare the screenshots here with those in the arcade review and you'll see just how close the ST translation is. We've seen demos of the Spectrum game, too, and that looks equally superb.

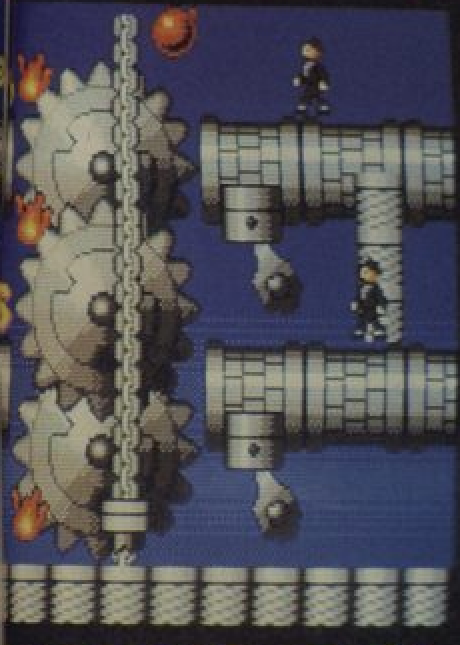
RELEASE: AMIGA ST, SPECTRUM, C64, AMSTRAD, PC APRIL 10TH
PRICE: AMIGA ST, £19.99, SPECTRUM C64 AMSTRAD £9.99, PC £24.99



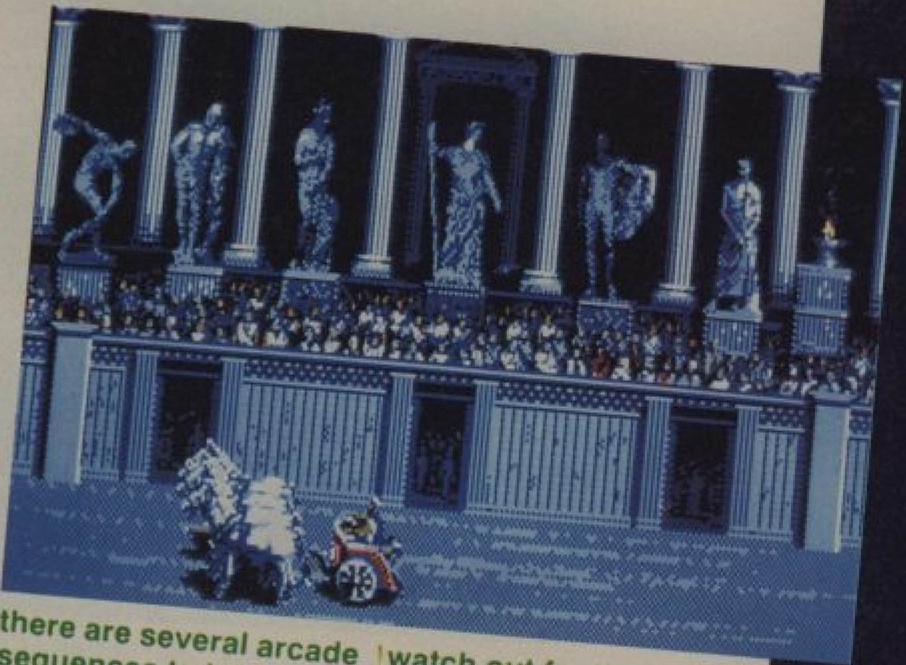


n the vicinity - not to ndout whether the astle walls are at right ngles. If you want to ndout whether the ame is as rubbish as he joke (which we're ure it won't be) check ut the review which hould arrive faster than speeding spook - and hat's fast!
ELEASE: ST AMIGA PC, MARCH
RICE: ST AMIGA PC, 19.99

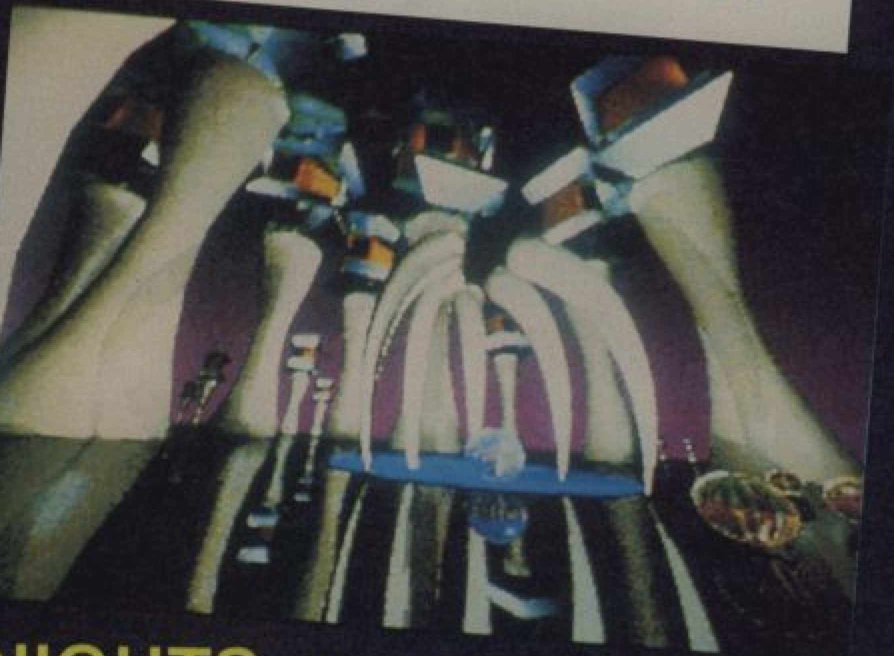
are putting on a par with Rick Dangerous for playability. Magic spells, extra weapons, etc, etc are all there, so watch out for Kid and his gloves in a computer shop near you, soon.
RELEASE: ST AMIGA, MARCH
PRICE: ST AMIGA £24.99




# EMPEROR OF ROME
## ELECTRONIC ARTS



The designer of Cinemaware's Defender of the Crown, Kellyn Beeck, has knocked together this Caesar simulation which puts you at the head of the Roman Empire, no less! Quash uprisings in the Senate, Conquer the Visigoths, get off with Cleopatra, come, see, conquer, "and all without leaving your armchair!" Amongst all the planning and battle tactics there are several arcade sequences to keep you occupied, such as gladiator beat 'em ups, chariot racing drive 'em ups and ship sailing ram 'em ups. We've played the demo and it all seems like ripping fun, so watch out for the game (and the review) soon, you PC owners! C64 and Amiga versions are planned, but no dates yet.
RELEASE: PC APRIL
PRICE: PC £24.99



# 37 KNIGHTS OF THE CRYSTALLION
## US GOLD

After working on various Cinemaware releases (Rocket Ranger being one), Bob Williams turned his hand to this unusual Amiga RPG. Billed as a "culture simulator", Knights is set in a community living in the skeleton of a dead sea monster. Your task is to become one of the leaders of the community, a Knight of the Crystallion, by skilfully running your family finances, exercising your telepathic powers in a magic card game, mastering a board game, then finding a Crystallion egg and hatching it. The Amiga game features ray-traced, HAM-mode graphics and amazing computer-generated soundtracks which sound very Peter Gabriel-esque. We'll be having a closer look at Knights of Crystallion next month, so Amiga owners, watch this space...
RELEASE: AMIGA APRIL
PRICE: £29.99

## DEFENDERS OF THE EARTH
### ENIGMA VARIATIONS



Here's another license from the people who brought you Gilbert - Escape From Drill, and it's a conversion of the topper cartoon, shown on BBC1's Going Live each Saturday morning. Led by Flash Gordon, the Defenders - Mandrake the Magician, Lothar (the world's most powerful man) and The Phantom, who can summon the strength of ten tigers, join forces to do battle with Flash's arch enemy Ming The Merciless and his army of Ice Robots and put an end to the Mongolian's latest meglomanic scheme. The Defenders, together with their mascot Zuffy, get down to some real arcade biff 'n' blast antics which, judging by the screenshot shown here, look as though they could make the game something a bit spesh.
RELEASE: ST AMIGA C64 SPECTRUM AMSTRAD, MARCH
PRICE: ST AMIGA £19.95, C64 SPECTRUM AMSTRAD £9.95




## SKIDZ
### GREMLIN

While all you two-wheeler fashion freaks are stocking up on all things to do with mountain bikes (Randy's little brother included), poor old Gremlin are releasing a game about BMX's - remember those old boneshakers, eh? Seven levels of inner-city mayhem including a construction site, a canal

## XIPHOS
### ELECTRONIC ZOO

Two games in one from the people who released the rather poopy Chomp!. Five different universe levels (that's what it says here, anyway) are yours for the decimating as you take to the ether to seek out and destroy the Xiphons' newest defence system, Xiphos, which is disrupting the space/time continuum and causing all sorts of havoc for the locals. Xiphos merges the two game styles of shoot 'em up and simulation into a game which, at the very least, can't be as bad as Electronic Zoo's goldfish simulator (ha ha).
RELEASE: ST AMIGA JUNE, PC JULY
PRICE: ST AMIGA PC, £24.95





## SKI OR DIE!
### ELECTRONIC ARTS

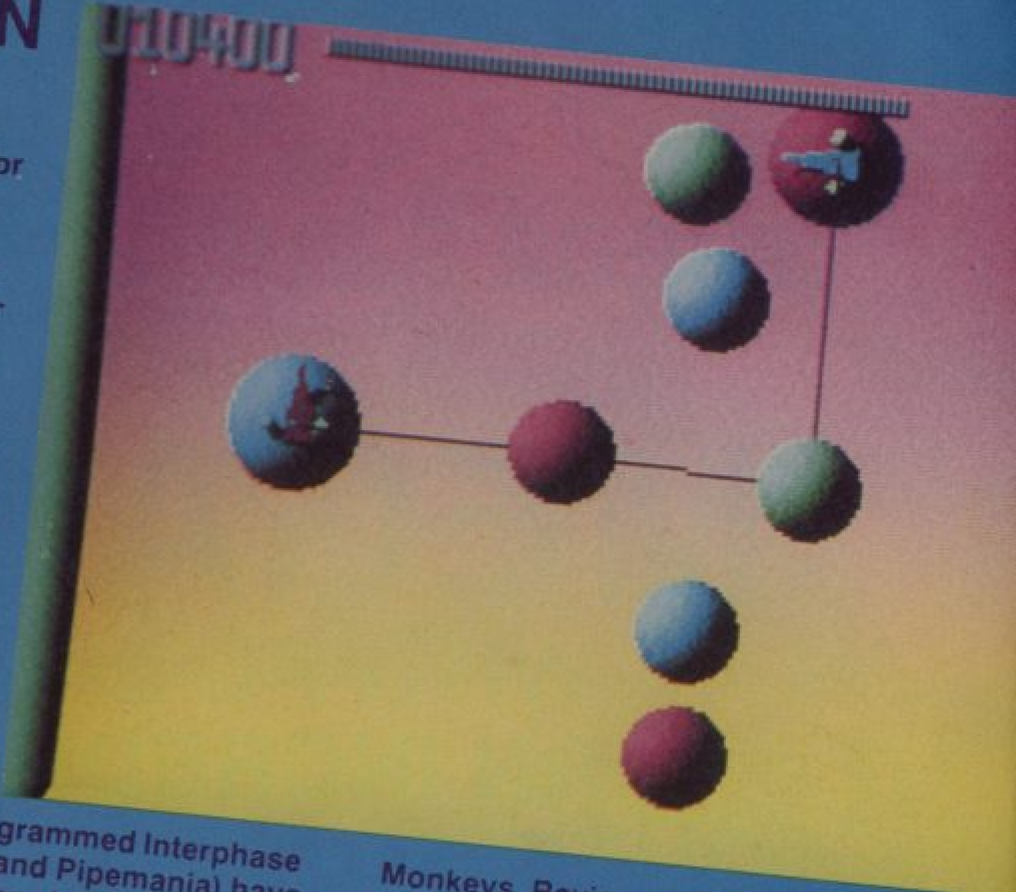
The sequel to the highly addictive and graphically excellent Skate or Die is almost with us - only this time the players battle it out in the snowy Alps! Take part in the Snowboard Half-Pipe, Acro Aerials, Innertube Thrash, Snowball Blast and Downhill Blitz, all organised by those silver-tongued devils Rodney and Lester, who have sold up and moved to colder climes. Up to five players can compete, and with even more moves than in the previous game it plays, looks and sounds pretty good.
RELEASE: PC MARCH, C64 SUMMER
PRICE: PC £24.99, C64 £TBA




and the dreaded China-town district are to be negotiated so that the BMX'er can become the "hippest and smartest kid in town". Catch the yobbos to earn cash and buy lots of def gear for your bike, then hit the streets and show those snobby mountain bikers something REALLY hot!
RELEASE: ST AMIGA, MARCH
PRICE: ST AMIGA, £19.99

# E-MOTION

## US GOLD



Don't be fooled by the title - there's no room for sentimentality in this game. The "E" stands for Einstein, because E-Motion is set in the mysterious and dangerous world of the subnuclear particle. One or two players have to use their tiny subspaceships to bump like-coloured particles together so that they annihilate each other. When two different particles collide, they each split in two, making clearing the level even more difficult. To make things even more difficult, later levels feature particles and ships connected by elastic threads, and obstacles to manoeuvre around. The Assembly Line (the team which programmed Interphase and Pipemania) have produced the (very pretty) versions of this odd but addictive little game and the 8 bit versions are by The Code Monkeys. Reviews next month.
RELEASE: PC ST AMIGA C64 SPECTRUM AMSTRAD, APRIL
PRICE: £TBA

# WAR-HEAD

## ACTIVISION

Like many computer gamers, Glyn Williams was a big fan of Elite, but thought the game would have been a lot more fun without all that trading palaver. So, he designed and programmed his own game, Warhead, a simulation solely of space combat. The action is set between the stars of the Milky Way, which is plagued by all sorts of pirates and alien craft, and it's up to you to go out there and make the galaxy safe for lifekind. Special missions, weapons upgrades, trips through hyperspace (or "Quadspace" as Warhead's equivalent is called), it's all there, and Glyn has tried to keep everything as scientifically plausible as possible. Watch out for it under the new Motion Picture House label.
RELEASE: ST AMIGA, MARCH
PRICE: £TBA





# NEXT MONTH

## THERE'S THE SECOND PART OF THE

# MEGACOMP

## WITH PC ENGINES AND AN INCREDIBLE TURBO OUTRUN COIN-OP TO BE WON.

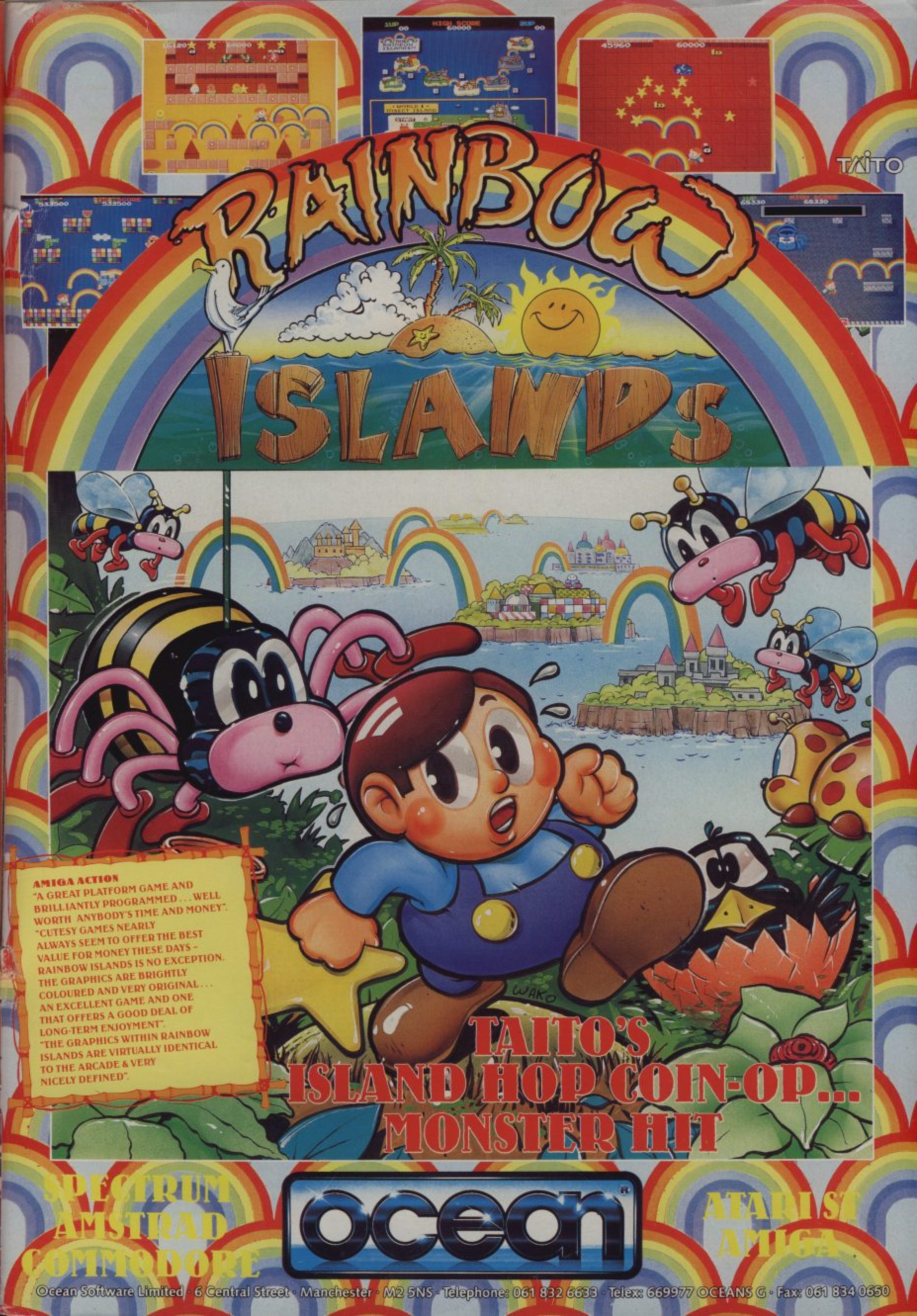
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- YOB'S MEGA MAILBAG

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"CUTESY GAMES NEARLY ALWAYS SEEM TO OFFER THE BEST VALUE FOR MONEY THESE DAYS – RAINBOW ISLANDS IS NO EXCEPTION. THE GRAPHICS ARE BRIGHTLY COLOURED AND VERY ORIGINAL . . . AN EXCELLENT GAME AND ONE THAT OFFERS A GOOD DEAL OF LONG-TERM ENJOYMENT".
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